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SABOTEUR II, STORMBRINGER, HYDROFOOL, WIZBALL REVIEWED



CARTOON'S MOST ELUSIVE CHARACTER
HAS FINALLY BEEN TRAPPED.....
BEEP BEEP!!™
HELP
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*

THE ARCADE SMASH HIT THAT RECREATES THE SPEED AND EXCITEMENT OF THESE CLASSIC ENCOUNTERS



Young or old, whatever your age everyone enjoys the antics of the cunning Road Runner as he baffles and bemuses poor Wile E Coyote. Or does he?...

This is your chance to really find out as you take on the role of Road Runner in this comic, all action extravaganza that recreates these nail biting chases and the fast moving excitement to perfection. Speed through canyons and along the highways following the trail of birdseed left for you to feed on (is this the first trick???) Dodge your way round the onrushing trucks keeping an eye out for the perilous mines and feather ruffling, leg busting oil slicks. What dastardly plans has the sleazy Wile E Coyote got in store for you as he lurks in hiding, cowardly awaiting his moment to enjoy a succulent roast of "Road Runner and French Fries".

We're sure you'll overcome all the dirty tricks he can throw at you with ease, agility and grace and a haughty "Beep Beep". Overcome them that is if you've got nerves of steel, the reflexes of a wildcat and the speed of the fastest bird on two legs, otherwise its sorry, goodnight and "Burp Burp"!!!

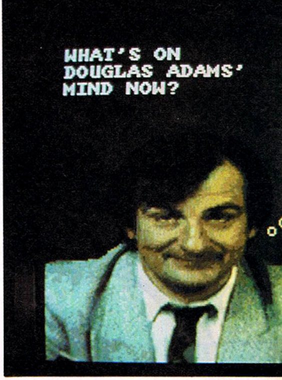
CBM64/128	**£9.99**	Tape
	£14.99	Disk
Spectrum 48K	**£8.99**	Tape
Amstrad	**£9.99**	Tape
	£14.99	Disk
Atari ST	**£24.99**	Disk

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Features



● DON'T PANIC! IT'S DOUGLAS

News & Reviews



● COMIXS/P94

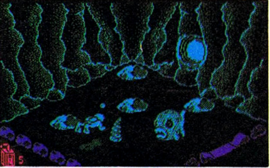


● ARCADE ACTION/P88

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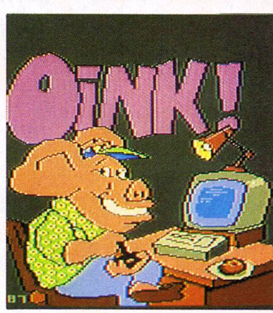






Inside Story

Whip this issue of C+VG off the shelf and you'll learn all about life, the universe AND computer games. Come face to face with *Indiana Jones* the wild and wonderful hero of the silver screen soon to be immortalised in a computer game. Meet the Master of horror *Stephen King* and wonder why none of his books have been turned into games. Meet intergalatic hitch-hiker *Douglas Adams* on a quest for a cup of tea and a hit adventure. Gasp as *Nemesis the Warlock* guides you through his battle with the Terminators. Try to win an almost genuine gangster gun, or 500 games! Try to win a truly genuine Gobot or send off for cheap music tapes to annoy the neighbours with! And after you've done all that unwrap our giant, and we mean GIANT, totally free *Barbarian* poster! All this plus part two of the *Bond Dossier*, hot arcades, all the latest games fit to review. Go for it!



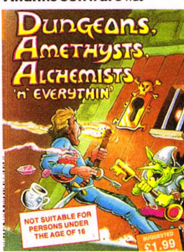



sinclair
128
MONSTER MEM



■If you are under 16 you must stop reading this. What follows could put you in grave moral danger.

Atlantis Software has

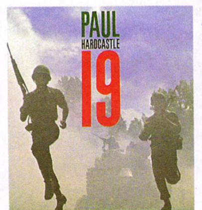


released an "adult" adventure called **Dungeons, Amethysts, Alchemists 'n' Everythin'.**

It contains the occasional rude word and sexual innuendo, novice nuns, entangled lovers and busty barmaids, according to Atlantis. That's why the game — on the Amstrad — has a warning on it. The cassette blurb also contains an awful spelling mistake — humerous instead of humorous.

■**19,** the number one hit for **Paul Hardcastle,** is being turned into a game by **Cascade.**

The player takes the role of a



19-year-old at the time of the Vietman war who is given the choice: "Will you fight the war or the draft?"

If he decides to fight the war the game will proceed with an arcade type action game. If he decides to fight the draft the game will change into a text/graphic adventure with you joining the Peace Corps and campaigning against the war.

The game will feature the chart-topping music.

■Atari ST owners can now digitize their own pictures and sample their own choice of sounds for under £80.

Owners of **Microdeal's ST-Replay** can sample musical instruments, TV speakers or directly through their own hi-fi system.

Once sampled, the sounds no longer needs the replay cartridge if the monitor speaker is used. The cartridge can serve the further purpose of a hi-fi interface, allowing you to replay amplified sounds via you hi-fi.

ST-Replay is supplied as a cartridge which connects directly to the ST via the cartridge port and is capable of sampling from any source similar to the output of a cassette player, hi-fi or compact disc player (via phono plugs).

ST-Replay comes complete with the replay sampling / editing software and ST-echo. Coding is also included for using samples with machine code programs and fast basic, Atari basic and GFA basic.

Price is £79.95 for the cartridge and the software.

■"Hey Yogi, I just heard we're gonna be the first bears featured in a computer game."

"That's right, Boo Boo. It's because we're smarter than average bears."

Piranha will release their game around the lovable Hanna-Barbera cartoon game this autumn. In it **Yogi** must rescue his faithful old friend **Boo Boo** from a hunter before the hibernation season comes once again to Jellystone Park.



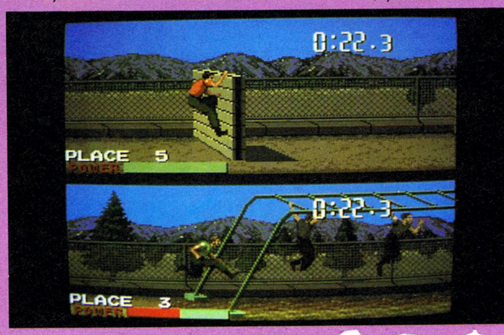
□**Combat School** may well do for coin-op manufacturers Konami what **Track & Field** did for Taito a few summers back.

The game is played on the same lines in that you have to beat your team-mates in a series of 'events' and make sure you finish with a good time to ensure going onto the next challenge.

It's super fast action all the way and possibly even more tiring on the arms and trigger finger than **Track & Field**. One thing is for certain, it'll make a great conversion for Konami.

Speech throughout is very clear, and the events take you through an obstacle course, a shooting range (very difficult), the Iron Man race, arm wrestling, fighting your instructor and actual combat.

Play **Combat School** and test out your stamina.



■The influence of the evil Ming is about to infiltrate a Spectrum, Amstrad, MSX or Atari near you. But never fear, **Flash Gordon** will save the world.

Mastertronic releases **Flash Gordon** for these computers — it's been out for some months on the Commodore 64 — sometime this month.

Ming has targetted the earth with killer missilies. Ming must die for the earth to live. Good arcade adventure at a cheapo price.

■Some of the world's top science fiction and fantasy writers and film makers will be appearing at the **45th Science Fiction Convention** this summer.

The convention — called Conspiracy 87 — will be at the Brighton Centre and Metropole Hotel, Brighton, between 27th August and 1st September.

The big names appearing will include **Brian Aldiss, Doris Lessing, Larry Niven** and **Robert Silverberg.**

There will also be films, videos, talks, workshops and

□ Weeeee-ooooh! Now this is what I call a coin-op conversion, says C+VG's Tony Takoushi. These pictures come from **Sega**'s own conversion of **Space Harrier** for their very own **Sega System**, the new dedicted video games machine. As you can see the graphics come pretty close to the arcade original give or take a sprite or two! The game also comes with a little booklet which gives the first recorded breakdown of ALL the aliens our blond hero in the tight trousers encounters along the way.

The bad news is we STILL don't know when you'll be able to get your hands on the system, never mind the game! What are these people playing at?

Space Harrier plays just like the arcade game — although you can't hope to produce the hydraulic action of the real thing — unless you've got one of those chairs which spin up and down of course. More news on the System as soon as we know.







demonstrations by experts in specialist fields such as computers, role-playing games, space exploration and science.

To get in you must be a member of the convention, however you can pay at the door. The cost of adult membership for all six days is £38 and for eight to 14-year-olds it's half price. A single day's membership will cost £10.

■How would you like to have a body like this? OK, so you're not too keen. But how would you like a t-shirt like Paul's wearing? You bet you would. And we've got 20 incredible **Konami Nemesis** t-shirts to GIVE away to the first people to rush us a postcard asking for one. What could be easier? Don't forget to tell us your chest size and remember — postcards



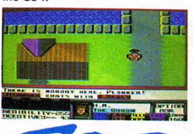
ONLY please. If you're unlucky or you don't fancy your chances, C+VG can offer you a good deal on the Konami Nemesis t-shirts. You can get one direct from WTV Supplies, Bank Buildings, Bank Street, Newton Abbot, Devon, TQ12 2JL for just £3.95 including postage and packing. Just make your cheques / postal orders payable to W+V Supplies and allow 28 days for delivery. As well as t-shirts Konami are also launching a software club — details from the above address if you're interested.

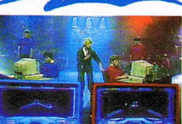
■By now the result of the general election should be known. But if you haven't had enough of politics by now you could try playing Virgin's **Election**.

You play the leader of one of four political parties — Matcher, Ninnock, Owing and Pig-Iron and Daniel Pauls!

VIRGIN GAMES PRESENTS
MATCHER
NINNOCK
ELECTION
PAUL
OWING & PIG-IRON

Should you wish to buy **Election** will cost you £9.95 on the C64.





■ **Starglider**, Rainbird Software's award-winning game, has made its debut on ITV's Saturday morning show **Get Fresh**, in a nerve-racking competition running for 17 weeks from May 9th to August 30th. In a game called **Get Mucky**, two teams compete for the highest score on two specially adapted Amiga versions of Starglider. At the end of 50 seconds, the winning team has the pleasure of releasing a bucket of water over the unfortunate loser.

■**Starlight's** autumn releases will include **Starfire,** an arcade adventure combining strategy, and **Red L.E.D.** a multi-landscape shoot 'em up. Both games will be out for the Spectrum, Commodore and Amstrad.

■Keep on running! You're almost at the finish of our super **Anco Summer Events** C16 coupon collection which will enable you to get up to £2 off the price.

Summer Events will cost £9.95 in the shops but thanks to the generosity of Anco you can get £1 or £2 off that price.

Last month we printed our first £1 off token. This month we print the second.

Send your cheques to Anco / C+VG Summer Events, Anco Marketing Ltd, 4 Westgate House Spittall Street, Dartford, Kent.

This offer closes on July 15th.

SUMMER EVENTS 1

SUMMER EVENTS COUPON COLLECTION

Name..

Address..

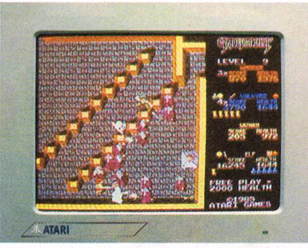
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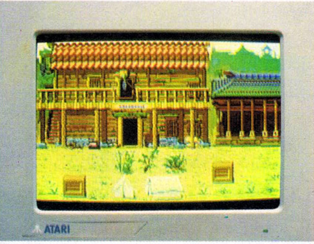
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I enclose one/two tokens which entitle me to £1/£2 off the price of Summer Events.

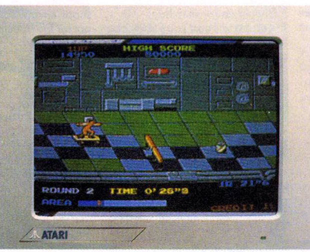
The Atari 520 ST gives you the power to defeat deadly enemies, slaughter monsters and outwit cruel captors.



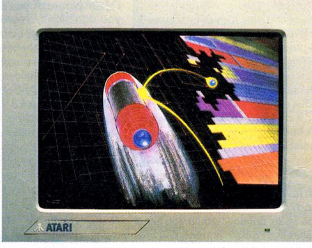
Gauntlet – U.S. Gold. Enter a world of monsters, mazes, mystery and combat in the ultimate role-playing fantasy game.



Tai-Pan – Ocean. Voyage to 19th Century Hong Kong for action and excitement with pirates, smuggling and mutiny.



Metrocross – U.S. Gold* It takes lightning reflexes to get past the potholes, obstacles and forbidden zones to reach the other side. And that's just the beginning!



Arkenoid – Imagine* The latest smash-hit coin-op game! Are your reactions quick enough to handle 33 different play screens?

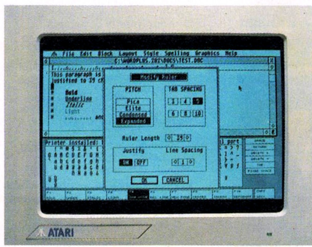


Star Raiders II – Atari. Star Raiders are the only force strong enough to hold off the Zycroids. Your task is to command the Starcruiser – are you up to it?

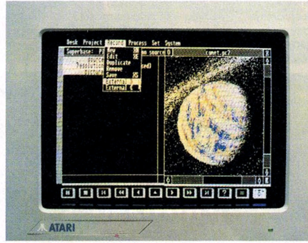


Flight Simulator II – Sublogic. Take the controls of a Cessna 182 or Learjet 25G. With high speed 3D graphics for take-offs, landings and acrobatics, it's just like the real thing!

But it's not all fun and games.



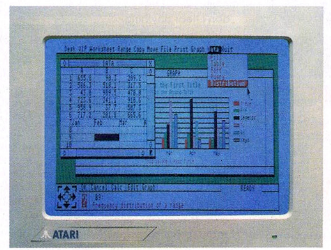
1st Word Plus – G.S.T. Professional word processor featuring U.K. spellings and integration of graphics including 1st Mail for full control of form letters etc.



Superbase Personal – Precision Software. All the features of GEM combined with full relational database power. Easy to set up, flexible, plus unique picture index facility.



Fleet Street Publisher – Mirrorsoft. The complete desk-top publishing package. Gives you page make-up combining text and graphics for sophisticated, professional looking documents.



VIP GEM – Silica Distribution. VIP Professional is an integrated spreadsheet, database, and graphics package. GEM environment plus Lotus 1-2-3 compatibility.

Mixing business with pleasure is no problem with an Atari 520 ST. Not when you've got over 1,000 software titles to choose from.

You'll find all the latest games and a huge range of business titles from the top business software houses. And the range is growing all the time.

You won't be short of power, either. The Atari 520 ST is twice as powerful as most business micros.

So you'll be able to create spectacular colour graphics. Even animate them to make your own films.

If you're musically minded, you can compose and play a full symphony.

Or, for those who'd rather write programs than music, the 520 ST supports over thirty programming languages.

In fact, whatever you're looking for in a computer, you'll find it in the Atari 520 ST.



ATARI 520 ST

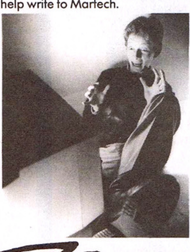
WORKS HARD · PLAYS HARD

*Screenshots are from the original Arcade game.



■ Has this cheeky chappie just beaten Sam Fox at strip poker? 'Fraid not — he's just had a complete mental breakdown thanks to those slave drivers at **Martech**. Poor old programmer **Simon Nichol** has been working on **Mega Apocalypse** since completing **Crazy Comets** in 1985.

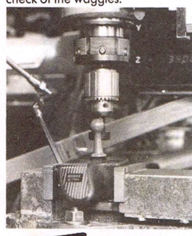
Now Martech urgently need highly skilled shoot 'em up playtesters to help push the game to its limits. If YOU would like to help write to Martech.



■ Have you ever wanted to waggle your joystick to death? No? We didn't think so but **Konix**, makers of the **Speed King**, seem intent on testing their joysticks to oblivion.

The Speed King lasts for at least three weeks at a constant 450 waggles per minute, according to tests.

Our picture shows the Speed King in the death grip of an electric drill linked to a computer to keep check of the waggles.



■ Fancy a break from word processing on the Amstrad PCW? Have some fun instead with **Distractions,** a three game compilation from **Design Design** for the 8256/8512 range.

Two of the games, **On the Run,** about cleaning up a chemical spillage, and **2112 AD,** dealing with mad computers, have been out on other formats. The third game, **Nexor**, is new. You have to prevent an alien force from capturing the "ultimate weapon". **Distractions** will cost £19.95.

■ Apologies about the blunder over our **Auf Wiedersehen** Monty Coupon collection offer to get £2 off Gremlin's latest faberoonie Mole game.

At the bottom of the name and address panel the word "free" crept in. This was a mistake as everybody who bothered to read the story will know. So if you wrote to Gremlin without sending any money don't be surprised if you don't hear anything.

Sorry to Gremlin, sorry to all confused readers.

■ The 10th Official Commodore Show runs from Friday June 14 at the Novotel, Hammersmith, London, this year.

■ Here at C+VG we get loads of calls from programmers asking how they can protect their creations from poachers and get some sort of copyright coverage. There hasn't been any official way of doing this — until now. **The National Software Register**, has been set up to solve this and other problems. The only practical recourse to someone selling your program without your permission, and worse, without paying your royalties, is the law of copyright. This is the same law as applies to books and other written material. The law states that the moment the program is written it is your copyright. On receipt of your program the NSR will make a copy for security purposes, storing the original and copy in separate locations. In addition the NSR will issue a Certificate of Registration and a unique number called the NSR Code, which will be displayed on the program as proof of registration. Sounds pretty watertight. For application forms, information or advice contact: The National Software Register, 235 Chase Side, Enfield, Middlesex, EN2 0RA.

■ Programmers aren't the best dressed people around. Jeans, T-shirt, leather jacket or anorak seems to be traditional wear.

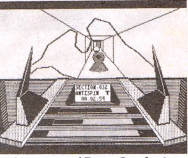
But even by these standards **Stormbringer** programmer **David Jones** is behind in the fashion stakes. Hasn't anybody told him that chain-mail and horned helmets went out centuries ago?

Actually David — as if you hadn't already guessed — is promoting his new **Mastertronic** game **Stormbringer,** the last in the Magic Knight series of games, **Finder's Keepers, Spellbound,** and **Knight Tyme.**



■ Do YOU own a Ninja Hamster, an Afghan Assassin or even a Lizard of Death? If you do, WE want to hear about it! CRL's **Ninja Hamster** game set us thinking about YOUR pets — and we're sure there all just as capable at martial arts as the normal musclebound International Exploding Samuri Avenger! So if you think your pet could win the C+VG Ninja Hamster Competition send us a photograph of it in action. You know the sort of thing. Your hamster delivering the Flying Mantis Death Grip to the irritating Jack Russel next door. We can't wait to see them. We'll print the best pictures and maybe even give the winner a special C+VG Ninja Hamster sandwich. Send your entries to *Computer + Video Games*, Ninja Pets Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

■ In the April issue we gave the incorrect address for **Tartan Software**, publishers of the adventure **Rays**. In the May issue, we completely omitted their address in reviews of **Castle Eerie** and **Shipwreck** adventures! Will we EVER get it right? The games mentioned are available by mail order only, and the CORRECT address of Tartan Software is: 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT.



■ More pics of **Pete Cooke's Micronaut**, due to be released on the **Nexus** label next month. In it you pit your wits against a giant computer riddled with parasites. It's your job to keep the corridors free of bugs and to transport vital energy around to keep the computer going. The game is packed with Pete's usual gimmicks including a neat "colour" change option for the control panel. Definitely one to watch out for. Full review next issue — watch out for that as well!

■ The search is on for Britain's Best Amusement Arcade. And we want YOU to help us find it.

Summer's here and thousands of C+VGers will be taking their holidays, heading for all parts of Britain. What better time for checking out the arcades?

There are thousands of arcades in Britain, in cities, towns and at the seaside. When it comes down to recognising good games, quality and value for money, our readers are second to none.

The winning arcade will get a suitably wonderful C+VG trophy. And the reader who sends us the winning entry won't go empty-handed either. Know what we mean?

When you find what you consider the best fill in this form and send it to us. In not more than 50 words tell us why you think it's the best. There's no closing date for entries but we hope to have found a winner by the autumn.

C+VG SEARCH FOR BRITAIN'S BEST ARCADE

NAME: ....

ADDRESS: ....

....

....

My choice for best arcade is:

NAME: ....

ADDRESS: ....

....

....

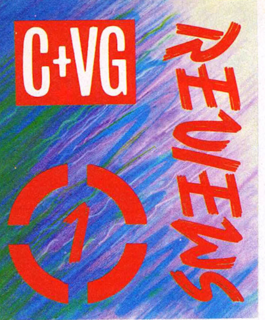
Send your entry form — plus the 50 words — to Britain's Best Arcade, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R.


CATCH
23


ATARI
COMMODORE
SPECTRUM
WOOLWORTHS
TOP 30
COMPUTER SOFTWARE
JUNE 1987

POSITION	TITLE	SOFTWARE HOUSE	MACHINE TYPE	PRICE
1.	6 Pack	Elite	Spectrum	9.95
2.	Enduro Racer	Activision	Spectrum	9.99
3.	6 Pack	Elite	C64	9.95
4.	World Games	U.S. Gold	Spectrum	8.99
5.	Star Raiders II	Electric Dreams	C64	9.99
6.	Saboteur 2	Durrell	Spectrum	7.95
7.	Auf Wiedersehen Monty	Gremlin	Spectrum	7.99
8.	Auf Wiederdehen Monty	Germlin	C64	9.99
9.	Sentinal	Firebird	Spectrum	9.95
10.	Nemesis Warlock	Martech	Spectrum	7.95
11.	Enduro Racer	Activision	C64	9.99
12.	Samurai Triology	Gremlin	C64	9.99
13.	Mag Max	Ocean	Spectrum	7.95
14.	Big 4	Durrell	C64	9.95
15.	Metrocross	U.S. Gold	Spectrum	8.99
16.	Enduro Racer	Activision	Amstrad	9.99
17.	Arkanoid	Ocean	C64	8.95
18.	Gauntlet	U.S. Gold	Spectrum	8.99
19.	Arkanoid	Ocean	Spectrum	7.95
20.	Gunship	Microprose	C64	14.95
21.	Army Moves	Ocean	Spectrum	7.95
22.	Konami Coin Op	Imagine	Spectrum	9.95
23.	Paperboy	Elite	Spectrum	7.95
24.	Leaderboard	U.S. Gold	Spectrum	9.95
25.	Metrocross	U.S. Gold	C64	9.99
26.	Konami Coin Op	Imagine	C64	9.95
27.	6 Pack	Elite	Amstrad	9.95
28.	Ranarama	Hewson	Spectrum	9.95
29.	5 Star Games Vol. 2	Beau-Jolly	Spectrum	9.95
30.	Paperboy	Elite	C64	9.95

Auf Wiedersehen MONTY
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DURELL
SABOTEUR II Avenging Angel
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Star Raiders II
The Great Galactic Adventure Continues
Electric Dreams
COMMODORE 64/128 CASSETTE
ENDURO RACER
CASSETTE FOR ZX SPECTRUM 48K/128K
BEST COIN-OP CONVERSION
ACTIVISION ENTERTAINMENT SOFTWARE
Auf Wiedersehen MONTY
CBM 64/128
HIT PAK
SCOOBY DOO
COMMODORE 64/128 CASSETTE
DUET
FREE!
6 PAK
HIT PAK
SPECTRUM CASSETTE
DUET
FREE!
6 PAK
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WOOLWORTHS
A Great Deal in Entertainment
VISA
* At selected larger stores.
* Items subject to availability
COMMODORE
SPECTRUM
AMSTRAD



▶ GAME OF THE MONTH.

Bigger, better and bolder than the rest. Try it, buy it. Don't miss out.

▶ C+VG HIT

Miss the hits at your peril. They are the business!

▶ THE REVIEWERS

TIM METCALFE:
The Ed man wields the fastest joystick of all. When his word is heard your better listen.
PAUL BOUGHTON:
Shoots from the lip. Likes zip in his zap.
LEE BRATHWAITE:
Radio Lancashire's ace games man, always ready to air his views.
CHRIS CAIN:
The Amiga man. But Cain is able to be persuaded that 64 isn't near retirement age.
DAVID BISHOP:
As an Amstrad fan, The Bishop preaches what he practices. He is also full of praise for the Atari ST.
STEVE BADSEY:
The Doctor reports from the frontline about war and strategy games.
NICKY TREVETT:
Reclusive Nicky has the knack with the BBC.
Brian Webber:
Sees all, hears all, plays all.
JERRY MUIR:
Games expert Muir has the Atari 8-Bit between his teeth. Something he XLs at.

Oink!

▶ MACHINE: C64
▶ SUPPLIER: CRL
▶ PRICE: £9.95
▶ REVIEWER: TIM

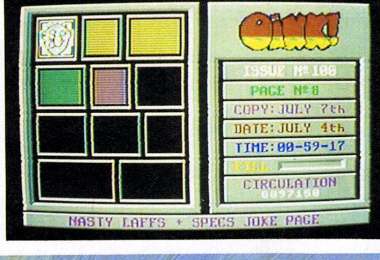
Go on. Make a pig of youself and grab a copy of OINK! You won't be sorry. Three addictive games for the price of one make a this a real value for money package.

OK, so the games aren't all original — but they are extremely well put together and programmed by John Williams — probably best known for *Jet Boot Jack*.

The main aim of the game is to help Uncle Pigg, the porky proprietor of *OINK!*, the cult comic rapidly taking over the universe, to get his next issue out on time.

Here at C+VG we know ALL about the hazards of producing a magazine — but we've never had to contend with Pete's Pimple, Rubbishman or Tom Thug when we're attempting to beat our deadlines. But YOU will if you decide to take on the editorship of *Oink!*

The idea is quite simple really. You play the three sub-games to earn points and win parts of pages which you use to fill up your issue of *Oink!*



You can read the panels you win as you go — these contain words of wisdom, jokes and puzzles. Studying these panels provides a break from the frantic action of the games themselves.

As you play you build up your circulation — can you beat C+VG's 106,571?

Let's take a look at the three sub-games one by one. First up is *Pete's Pimple*. Like the other games this is based — extremely loosely — on characters from the comic. This is *Arkan-Oink* or maybe even *Krak-Oink!* A straightforward

Last of the Ninja

▶ MACHINE: CBM 64/128/ AMSTRAD/SPECTRUM/ATARI ST/ATARI 800/130XE
▶ SUPPLIER: SYSTEM 3
▶ PRICE: £????
▶ VERSION TESTED: CBM 64
▶ REVIEWER: PAUL

Perhaps System 3's *The Last Ninja* shoud be renamed *The Ninja At Last* or *At Last The Ninja*.

It's been an incredible 18 months or so since word of this martial arts epic began to spread. Now I can proudly boast that I have seen the 64 version of the game.

Fans of System 3 games will know that they haven't got the greatest reputation for bringing their games out on time. But when the product does make it onto the shelves, it's usually been worth the wait — witness the ultimate success of *International Karate*.

So is *The Last Ninja* worth the wait? You bet it is. Just when you thought nobody would come up with a new and interesting twist on the martial arts formula, System 3 manages it.

The Last Ninja is a combination of fighting, exploration, strategy, object finding, all mix up with some really excellent music which, besides providing a background to the game, considerably enhances the atmosphere and adds to the excitement.

The game is big, coming in six loads. In some games multi-loading can hinder the smoothness of play but with *The Last Ninja* that doesn't happen.

The ultimate aim of the games is to guide the Ninja and find the secret scrolls hidden in the palace at the end of the game.

The first two loads are set in what could be described as a wilderness outside the palace, filled with swamps, rivers, shrines, trees, bushes, birds, evil guards and dragons.

The Ninja must explore his environment. The only weapons he has to start with are his hands and feet. By exploring everywhere he can collect a sword, throwing stars, staff, flails and smoke bombs. You really have to search for these because some are really difficult to find.

That was especially true for me on C+VG's battered television.

But the trick of picking up an object is a little difficult. Getting in the right position is essential. You have to sort of bend and get the ninja's hands to reach out and touch the object.

That's okay if you can see it. But sometimes the object is totally hidden, such as the extra



Breakout type game.

You bounce Pete's Pimple around the screen knocking out the blocks and blasting oncoming aliens and collecting mystery bonuses. There are 12 different screens. Clear ten and all the panels on page one of your issue will be filled then go back and play the two other screens for bonus panels which you can place where you like in your magazine.

Rubbishman is a horizontally scrolling *Zaz-Oink!* You guide the refuse collecting superhero through six hazard filled zones — zapping objects and collecting rubbish.

Each zone is split into two sections. In the first you have to control Rubbishman's altitude by moving the joystick left and right while blasting away at the same time.

He has to fly under and over hazards while dodging around others — flashing grids, grey areas and walls are deadly to our hero. Earn extra points by hitting blocks marked with question-marks.

Fly at ground level as much as possible, as flying high uses up energy at a faster rate — and Rubbishman can collapse just as easily from lack of power.

At the end of each zone Rubbishman enters a section where the controls are altered. Here he has to dodge oncoming objects and nasties. Some can be destroyed, others can't. Oil barrels give him more power when blasted.

Complete a zone and you get a bonus panel. This is possibly the most difficult game to get into in the package until you get the hang of left/right joystick movements controlling your altitude and working out what you can fly over without getting zapped.

After getting to grips with those simple principles you'll be able to enjoy an entertaining shoot 'em up.

Tom Thug? Well, if you're as old as me you'll remember a brilliant coin-op called *Berserk*. Tom Thug is *Bers-Oink!* Well, almost. It's a mixture of that and the *Gauntlet* style of game currently trendy among gamesters

You manoeuvre Tom's Thug mobile around, zapping robots and paralysing deadly homing droids, while desperately searching for bonus blocks which, when destroyed, give you all manner of different goodies.

To my mind this is the best of the three games — fast moving and challenging. Worth the asking price on its own.

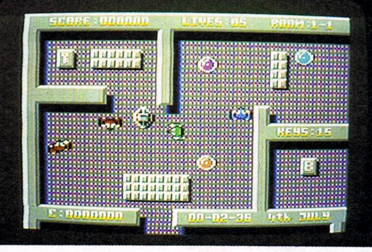
Watch out for the campaigner for public morals, Mary Lighthouse, who wants to stop Uncle Pigg doing his job.

If you don't know the comic it doesn't matter in the least. The games don't have that much to do with it apart from using the character's names.

All you DO have to know is that *OINK!* represents the new trend towards value for money packages from software houses.

OINK! is brilliant value for money and the games are all very playable.

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	10
▶ PLAYABILITY	10



life-giving apple hidden in a tree.

You have to collect certain objects to be able to complete the level.

By approaching the shrines and praying you can get a clue about what is needed — a sort of divine inspiration.

All you have to do is approach the shrine and you automatically kneel down. An object which it would be a good idea to collect appears in a window. For example, in the first load it is necessary to have a pouch.

Fighting with guards will obviously sap your strength and with just three lives to play with, it's as well to pick your moment before a fight. Not all the guards are of equal ability, some you can outrun, others are of the same skill as you, while others can give a really hard time.

The movement of the Ninja is really neat, a nice touch being that he can walk backwards and through 360 degrees.

To complete each level you have to complete a task. On level one it's how to get by the dragon which pops out of his cave. It's impossible to get by him without being turned into a bundle of burning bones. The trick is to get him to sleep. But how, that's the problem.

And there are lots of nasty surprises waiting.

The graphics are really neat, especially in the later stages of the game in the dungeon and palace.

I only hope that all you non-64 owners don't have to wait too long for conversions. *The Last Ninja* is a winner.

▶ GRAPHICS	9
▶ SOUND	10
▶ VALUE	9
▶ PLAYABILITY	10


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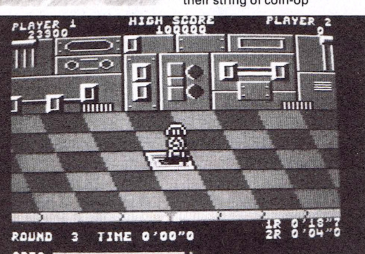


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Metrocross

- MACHINES: C64/SPECTRUM/ AMSTRAD/ATARI ST
- SUPPLIER: US GOLD
- PRICES: £9.99 (C64/AMSTRAD) £8.99 (SPECTRUM) £24.99 (ATARI ST)
- VERSIONS TESTED: ST/ AMSTRAD/C64
- REVIEWER: TIM

Namco's *Metrocross* hits the small screen as US Gold kick off their string of coin-op conversion releases for the summer.



The original Namco coin-op wasn't a classic by any means and the US Gold programmers haven't done a bad job converting it. But I found early levels too easy to play and later levels too difficult.

More on that later — but in case you haven't seen the game before, here's a quick run down on what it's all about.

You find yourself in the running shoes of a futuristic jogger out to break speed records in a marathon race across a 23rd century city.

The streets are full of hazards — static, mobile and explosive. It's your task to run, jump and dodge as fast as you can and beat the clock — earning mega-points and progressing to the next, more difficult level.

That's the idea — how about the execution? Well, as you'd expect, the Atari ST version looks closest to the original — although the jogger character is tiny. Scrolling is pretty smooth and the tune almost identical to the original. Graphics are nice — watch out for the Coke cans.

The Coke cans feature in the Amstrad version too — but the graphics are generally chunky and the animation of your jogger is fairly crude.

Perhaps the most disappointing version is on the 64. Once again you're faced with chuncky graphics.

The music is good — but just try playing the game with it turned off. Where are the sound effects? A few bleeps and burps for jumps and an explosion sound for the landmines. That's it. No running sounds at all.

You might find yourself captured by the game for short periods — but unless you REALLY loved the coin-op original and don't want to spend any more money trying to beat it, I reckon you might find the asking price of nearly £10 for some versions a bit too much.

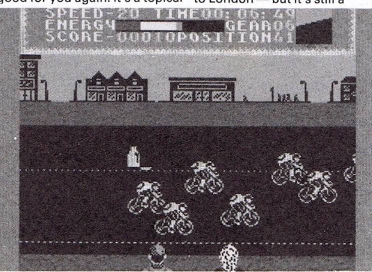
	ST	AMS/C64	
GRAPHICS	7	6	6
SOUND	8	7	7
VALUE	7	6	6
PLAYABILITY	7	7	7

Milk Race


- MACHINES: C64/SPEC/ AMSTRAD
- PRICE: £1.99
- VERSION TESTED: C64
- REVIEWER: TIM

Get on yer bike! No, this isn't old Norman telling you what's good for you again. It's a topical game from the budgetmasters released in time to coincide with the Milk Race — the round Britain cycle marathon which rivals the Tour de France.

The computer version' is a lot easier on the body than the real 1,000 mile bash from Newcastle to London — but it's still a challenging game to attempt.



At first glance you might think, ho-hum, this isn't so hot. But grab your joystick and start pedalling and you'll soon be hooked.

Milk Race is basically a horizontally scrolling dodge and weave game.

Your rider has to avoid being KO'd by other riders and cars while aiming to pick up as many bottles of milk as he can to keep all important energy levels up.

Make sure you keep an eye on the gears as well. You're in charge of a slick 12-speed racing bike here and gear changes are crucial to a good time on special stages.

Some sections of the race are timed, some aren't. Fail to complete a timed section within the limit and it's all over. And watch your energy meter. 1,000 miles is a long way and you don't want to burn out before you reach the finish line, do you?

To start with you'll find yourself on your bum in the road most of the time — riders and cars coming up from behind can knock you off as easily as potholes and crashes.

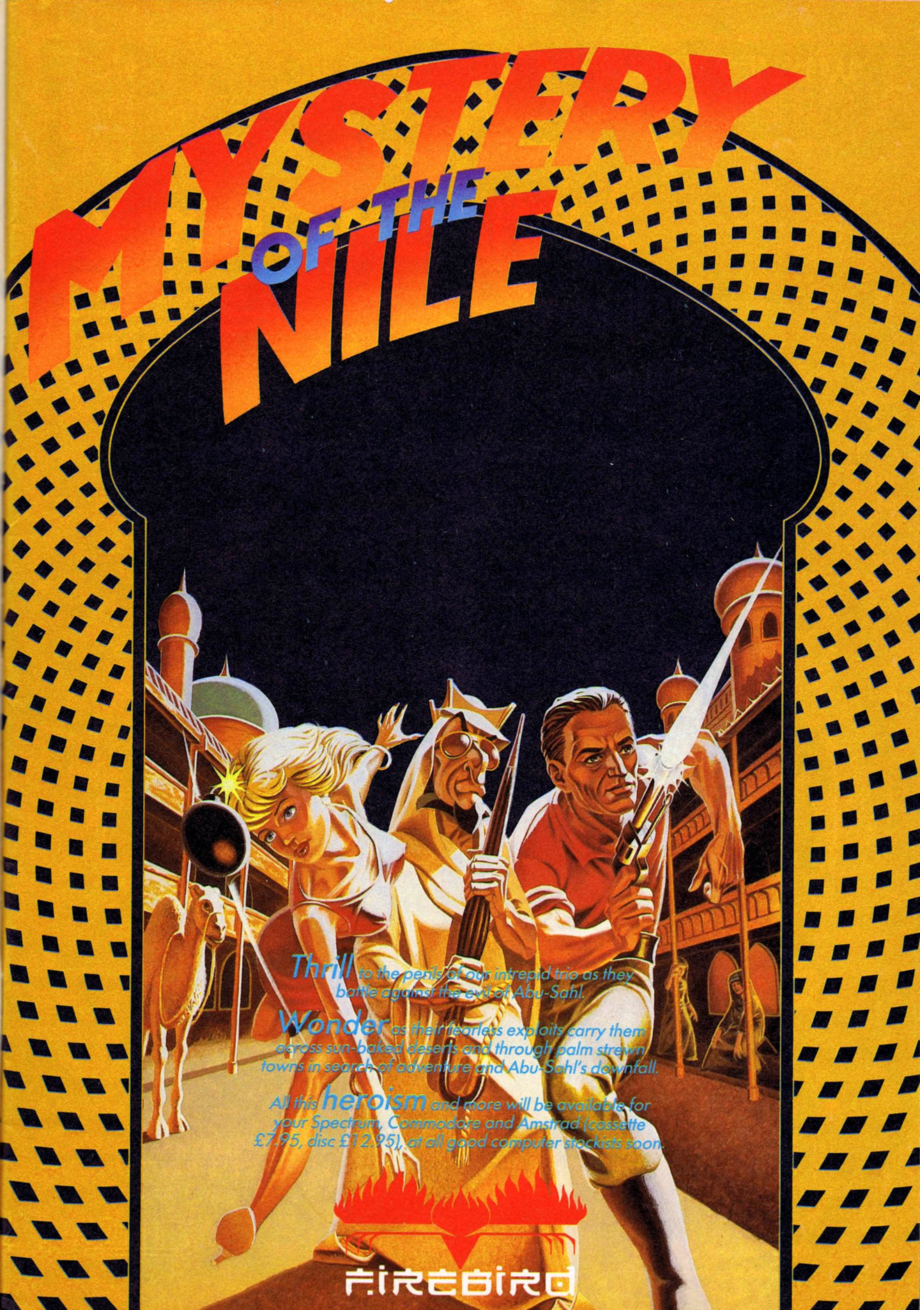
The road gradients vary as you race — that's where a quick gear change will gain you vital time — and maybe an extra few places in the race.

There are 84 other riders to pass before you hit the lead position.

Background graphics — crowds and landscape — are attractive, and scrolling and animation are smooth. There's a nice driving tune to keep things moving along as well.

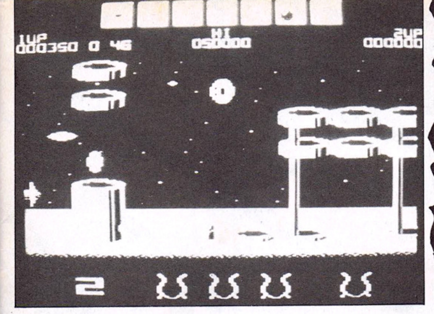
Milk Race doesn't break any new ground in gameplay — but it is entertaining, exciting, topical and good value for just two quid.

GRAPHICS	7
SOUND	7
VALUE	8
PLAYABILITY	7


MYSTERY OF THE NILE
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GREMLIN GRAPHICS SOFTWARE LIMITED. ALPHA HOUSE, 10 CARVER STREET, SHEFFIELD S1 4FS.



Wizball

- MACHINES: CBM 64/ SPECTRUM/AMSTRAD
- SUPPLIER: OCEAN
- PRICE: £8.95 (CASS), £12.95 (DISK)
- VERSION TESTED: CBM 64
- REVIEWER: PAUL

Every so often a game arrives in the office with out fuss or fanfare which exudes quality, cleverness, ace graphics, brilliant sound and that elusive of all properties, originality.

Welcome to *Wizball*.

Step right into the colourful realms of Wizworld where the Wiz and his cat lived happily until the evil Zark stole all the colour making it dull and grey.

Controlling Wizball, and its servant Catelite, you've got to restore Wizworld to its former brilliance.

Each of Wizworld's landscapes is made up of three colours. By shooting the red, green and blue colour bubbles and getting Cat to collect the droplets as they shower to the ground, it's possible to fill the cauldrons displayed at the bottom of the screen until the target colour is achieved.

When you zap an alien, green pearls are deposited on the screen. If Wizball can pass over it and pick it up it lights the first icon at the top of the screen. The Wiz can now select the feature. Obviously the more pearls collected, the more weapons available.

Icon one: Gives more control over the Wizball, allowing it to move left and right. Antigrav halts the perpetual bouncing of the Wizball.

Icon two: Beam — the supa-beam weapon. Double — both the Wiz and cat get automatic two-directional fire power.

Icon three: Catelite — Wiz gets a cat.

Icon four: Blazers — Super power for the Wiz and cat.

Icon five: Wizz Spray — mega spray protection. Cat Spray — same for the furry one.

Icon six: Shields — limited protection for Wiz and cat.

Icon seven: Smart Bomb — the ultimate killer.

The Wizball is fiendishly difficult to control first of all, almost to the point of hair-tearing frustration. If I had a gripe about this game it is that it's a little too difficult to get going.

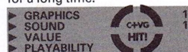
By the way, check out how the Wizball materialises on the screen. It appears to come out of its own mouth. Clever that.

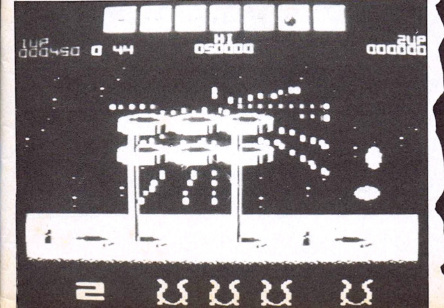
You can put spin on the ball using the joystick, hitting the fire button fires the weapons.

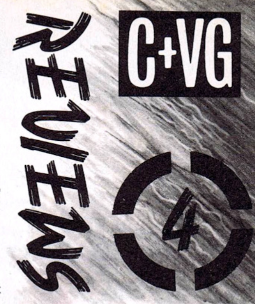
I've managed to get round the first three levels — you drop through holes, tubes or craters to achieve this.

This is the best Ocean game for a long time.

GRAPHICS	10
SOUND	10
VALUE	8
PLAYABILITY	8





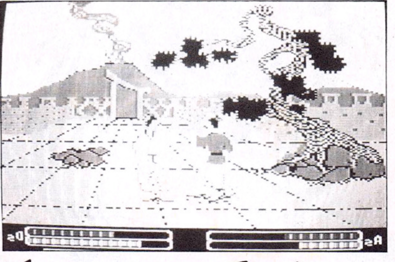


- MACHINES: C64/SPECTRUM/ AMSTRAD/MSX
- SUPPLIER: GREMLIN GRAPHICS
- PRICE: (C64) £9.99
- REVIEWER: CHRIS

From the house which brought you *Way of the Tiger* and *Avenger* comes their newest beat-'em-up, *Samurai Trilogy*.

Based on the ancient samurai warriors, the game is a combat simulation in the vein of *Fist*. In this one you have to train in various formats — karate, kendo and then samurai — to achieve the ultimate title, Samurai War Lord.

The three different styles have their own set moves, but you only get about three attacking ones to choose from in each. The moves are spin kick (roundhouse), punching and a



Samurai Trilogy

flying kick in karate, overhead, side, and low cuts in samurai and similar moves in kendo. But in kendo you get an extra attacking move. Gosh!

Once you have made a choice of who to tackle, you are given your opponent's case history, hobbies and favourite ice cream!

Then you may re-select if you think he will mash you.

If he looks OK, you then allocate five points between the four fighting attributes, skill, speed, stamina and strength. Why did they miss out brains?

You must do this twice, once for attack and again for defence, after which you fight.

As soon as the fighting screen pops up, you notice the game's worst point, the graphics. The graphics, if you can call them that, are of a Vic-20 standard, featuring yellow characters with eyes like cylon warriors.

After the initial shock is over, you must get down to it. Your attack and defence strength bars are shown in red, your opponent's in blue. The idea is to bash your opponent's defence to nothing.

This is easier said than done, and as you have a time limit, it becomes even more infuriating. Many's the time my opponent had only a pixel left on this bar, while I was still strong, and the time ran out. Annoying or what?

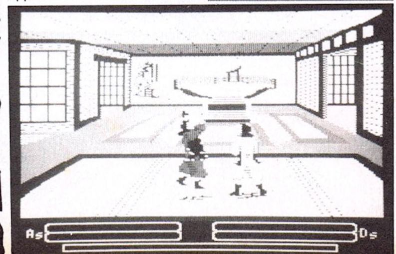
After each fight you must re-select your attack/defence strategy, while doing this you are supposed to be meditating.

Should you beat all your opponents, you may move on to kendo, and then samuria.

Samurai Trilogy was a great idea, but failed mostly because of the graphics and terrible standard of animation. How software companies can release stuff with such a naff arrangement of pixels I'll never no.

Having said that, the music is great. Really 'oriental' and it goes with the idea of the game.

GRAPHICS	6
SOUND	8
VALUE	6
PLAYABILITY	5



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THE FIFTH QUADRANT

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Stryfe



- MACHINE: AMSTRAD CPC RANGE
- SUPPLIER: ERE INFORMATIQUE
- PRICE: £9.95
- VERSION TESTED: AMSTRAD DISC
- REVIEWER: DAVID

Stryfe is a plan-view, multi-screen arcade adventure from the French studio ERE, who produced the excellent *Get Dexter* and *Macadam Bumper* for PSS.

Set in the magical Kingdom of Faerie, two gnomes take on the might of the Powers of Evil, led by The Great Morvelinh who, according to the sleeve notes, is 'the least known of all demons'!

As you know, gnomes come in all shapes and sizes, well one size actually — small. Some become great fighters, others renowned sorcerers, but all are well versed in the art of magick.

Stryfe features two legendary gnomes in Vlamir, a top-notch sorcerer, and Olaf, who makes Rambo look like a performing flee. Your job is to guide one or both of these half-pint heroes through countless regions of the kingdom, destroying the Gates of Evil en route. Finally, if you're still alive, you must find and destroy Morvelinh himself, deep inside his lair known as the Black Pit.

GFL Championship

- MACHINE: C64
- SUPPLIER: GAMESTAR/ ACTIVISION
- PRICE: £7,95
- REVIEWER: TIM

CRUNCH! I just got a face full of five — as the Mean Machine would say. And it HURT! Yes. I've been playing *GFL Championship Football* — the latest sports sim to have a crack at bringing the action of American Football to the small screen.

And it's a pretty good try. This time you're actually in the thick of the action of the field instead of simply masterminding the moves as in the previous Ocean and Nexus football games.

You find yourself head to head with the helmeted man mountains as you attempt to move the ball down the gridiron.

You can run with the ball or attempt to catch a blistering throw from your quarterback — which 'aint easy. And that gives this particular computer version of American football a touch of authenticity. You see your "hands" at the bottom of the screen — and if you've made all the right moves the leather will slip smoothly into your waiting mitts!

The graphics are very effective — the figures are big and smoothly animated. And there's some gimicky speech simulation when the quarterback shouts out the "play".

The major drawback of the game is the complexity of the menu driven action. Although you control the ball carrier/


















Since Morvelinh's rise to power, many thousands of horrid beings have poured through the Gates of Evil and infested Faerie. These include Kobolds, Green Sprites, Trolls and Phantoms, all of which have different characteristics, mostly mean.

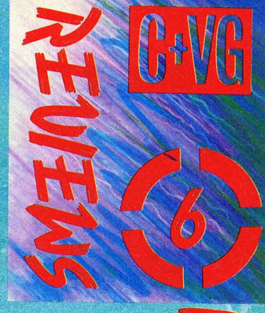
Various objects can be collected to help you with your quest. Of these, the most useful are keys and potions. Golden keys give you access to the next region of Faerie. You can only pick up a gold key when in possession of a silver one.

If Vlamir, the sorcerer, uses a potion, it will destroy all enemies together with any Gates of Evil on the screen. A potion in Olaf's hands will only destroy the gates. Other objects include hams for extra energy and a chest containing money and experience points.

Each region of Faerie is dotted with trees, lakes, buildings, walls (that form mazes in some levels), hills, columns, and, of course, a liberal smattering of Evil Gates. All of which block your path. Often you'll have to use a potion in order to get to a key or the exit to another region.

The screen is divided into the action area, occupying the top two thirds, and a status area containing the vital statistics of each gnome. Here you'll see an inventory, energy meter, and your current score.

With a neat loading screen, a concurrent two player option, choice of characters in the one player version, reasonable sound effects, and very responsive joystick or keyboard controls, *Stryfe* is a good bet if you fancy a *Gauntlet*-like bash with the emphasis very much on the bashing!



Saboteur II

- MACHINE: SPECTRUM
- SUPPLIER: DURELL
- PRICE: £7.95
- REVIEWER: PAUL

There can't be many games around to feature a woman as the main character. Well, Durell has broken this sex barrier with *Saboteur II — Avenging Angel*. It's a pity the game is not better. As a sequel it's not as good as the highly enjoyable *Saboteur*.

The plot of the first game had the Ninja breaking into a dicator's central security building then stealing a computer disk which contained the names of rebel leaders. And information about his deadly missile silo.

In *Avenging Angel* you play the role of the Ninja's beautiful sister. She must hang-glide into the dictator's new command centre and office complex on top of a mountain which is also filled with underground tunnels and caverns. The game sprawls over 700 screens.

She must search for pieces of punched computer tape that control the missile flight paths, redirect the missiles before blast off and then escape by motorbike via the complex's one and only exit.

Most of the screen is taken up with the playing area display. Objects which you are near — such as a spanner or word — are displayed. You can take the object which is then displayed in another box. Some objects are show as a question mark. There's also a timer which ticks off the vital moments before the missile launch. There's also a "pay display" which shows the Ninja's earnings. These go up as you collect pieces of tape or successfully defeat the baddies wandering around the complex.

Your energy level is represented as a red bar.

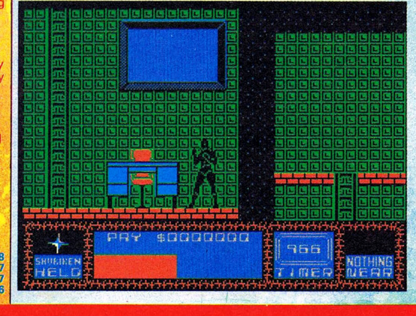
You start the game high in the sky on a hang-glider moving high above the complex. Hitting the fire button will release you and then it's a long drop down onto the complex. Judging the right moment is a bit tricky. Some drops are longer than others. Sometimes you can fall for ages and when you eventually hit the ground your energy drops alarmingly and you'll be in no state to fight off any guards.

Once down all you have is a small map outline of the complex. So you're not entirely clueless but a more detailed map will be essential. The whole place is patrolled by guards and pumas. The guards have knives and flame throwers. The cassette notes also mention vampire bats, but I didn't see any of these.

Fighting is typical stuff, all leaps, kicks and punches. Quite frankly, it's all very tame stuff and not particularly exciting.

After the first *Saboteur* this game is dull. Avenging Angel?

▶ GRAPHICS	7
▶ SOUND	5
▶ VALUE	7
▶ PLAYABILITY	6



Football

receiver on the field, you still have to follow — very accurately — the instruction for each "play" you choose. Otherwise you end up getting nowhere fast.

Each play requires you to take a certain number of "steps" in certain directions — indicated at the bottom of the screen by arrow icons and explained at length in the instructions.

You can pick the game up and play if you want — but you could end up being ultimately frustrated, unless you're an America Football expert already.

On the tape version there's a long and boring set up section during which you choose the teams you want to play each others or if you want a one or two player game. Once you've decided, you have to wait again as the main game loads in.

You can select how long you want the game to last as well — my advice is to go for short quarters to start with.

Then it's time to ram your helmet over your ears and prepare to get battered. The screen swaps from the playing field screen where all the action takes place to the menu screen where you choose your next play and see how the opposition defeated your last match winning move.

Score a touchdown and the crowd cheers — but there aren't any cute cheerleaders jumping up and down to spur your team on to further glory.

At the end of the game you see a scoreboard — that's it. No victory march or any other celebration. A bit disappointing this.

And the instructions say you can set up again by simply hitting the RESTORE key which will restart the game. Not on my copy it didn't — and I was sorely tempted not to bother to reload it!

GFL Championship Football is a nice try which doesn't quite come off — it lacks the essential action ingredient vital for this sort of game. So far none of the US Football Games have managed to capture the REAL spirit of the game — like the *10-Yard Fight* coin-op did for instance.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	7
▶ PLAYABILITY	6










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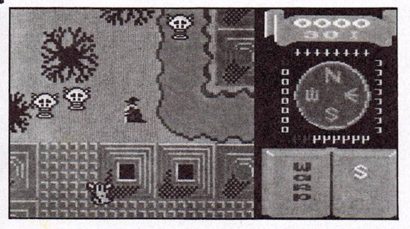
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The Wiz

- ▶ MACHINES: C64/SPECTRUM
- ▶ SUPPLIER: MELBOURNE HOUSE
- ▶ PRICES: £9.95 (C64) £7.95 (SPEC)
- ▶ VERSION TESTED: C64
- ▶ REVIEWER: TIM



Is this the latest Stephen King novel or a set of game instructions? There's enough reading in the blurb for *The Wiz* to last you a week — well, a couple of days anyway.

And yes, you just HAVE to read it this time. There's no way you'll get away with sitting down and playing the game straight off — you'll end up going nowhere fast.

That's the bad news. Once you mastered the instructions you can go on and master the game. Which isn't half bad really. At first glance it looks like yet another *Gauntlet* clone — your little Wiz whizzes around zapping creatures, zombies and anything else that wants to stop him completing his task — which is? Just read on . . .

As every day passes, more and more evil burst through from the dark side. It seems obvious to you, a mere first level wizard, that the long forewarned meeting of the worlds is imminent. On the Magical Isle, where in places the worlds of light and dark touch, the manifestations of evil are reaching epidemic proportions.

The Council of Wizards are reluctant to act. They see no way of preventing the disaster other than destroying the ancient links between worlds. In doing so they would lose much of their magic as two of the four runes from which spells are prepared can only be found in the world of darkness.

Despairing at their greed for magic, you resolve to act alone. You must become a powerful fifth level wizard, acquire the spell you need to break the links and separate the two worlds forever.

The council has already learnt of your quest and seek to prevent you completing it. By their own rules they are barred from interfering with the magical advancement of a wizard. Consequently, no wizard can refuse to teach you spells of your magical level unless you have been openly hostile towards him.

Despite this, they have other means of obstructing you. Your shielding against attack, normally maintained for lower level wizards by the fifth level masters, has been removed.

As a result, you are now vunerable to the power draining attacks of evil beings.

As if this were not enough, it is rumoured that Tracer has been summoned and, should you stay in one place for long, it will find you and come through from the dark side. Once in this world, it will pursue you relentlessly.

You start the game and you will see your wizard in the centre of playing area. At the top right of screen there is a scroll containing your current score, magical power and wizard level.

At the bottom right of the screen there is a spell book open at the "Zap 1" spell description.

Wiz operates in four modes: Move and cast, Prepare Spell, Read Spell Book, Buy Spell.

Move and cast mode:
This is represented by a Red Medallion. As you move, an arrow will show you your direction on the medallion. By pressing fire or space you cast the last selected spell. Beware though, as colliding with evil beings drains your power. Every time you cast a spell you use up one unit of magical power. If you run out of power you die!

Prepare spell mode:
To move into this mode from Move and Cast press the space bar. You will now notice that the medallion has changed. It is now blue and has runes in place of direction arrows.

To select a rune, move the joystick toward the desired rune. Spells are prepared by selecting the rune in the correct sequence and then pressing fire.

As you select each rune it appears in the scroll above the medallion and the appropriate rune level goes down.

When you press fire the spell book will display the details of the spell you just prepared. Spells can only be cast by pressing fire when in move and cast mode.

Read spell book mode:
Once entering this mode from Prepare Spell mode you will notice that the medallion has again changed.

It is now grey with only three directions marked. By moving the joystick left and right you can read through the spell book which contains all the spells you have learnt so far, plus the ones you started off with.

Wiz only lets you prepare spells currently in the book.

Buy spell mode:
The medallion changes again. It is now purple with up to four different symbols.

If a wizard is on the screen when you enter this mode, the medallion shows the symbols of the spells he is qualified to teach.

There may be up to three. You can preview these spells buy selecting the appropriate direction. Press fire and you will try to buy the highlighted spell. Note that the "Up" option means "buy no spell" and will take you back into move and cast.

A preview appears in the spell book and normally shows the name of the spell the symbol for the spell; the amount of magical power you will use up learning the spell, and wizard level you must attain before trying.

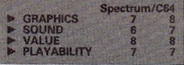
Attempting to buy a spell for which you do not have enough power will kill you! Or failure to buy the spell is indicated by the spell book page becoming blank.

Keep an eye on your score everytime you try something new and you will soon learn the best way to achieve a high score.

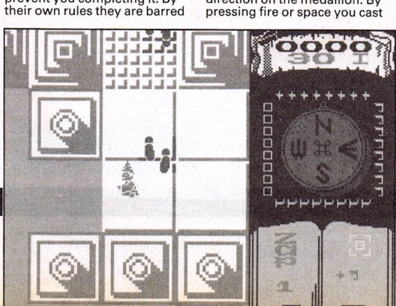
However, getting a high score isn't just a matter of personal pride, it is the way to higher wizard levels.

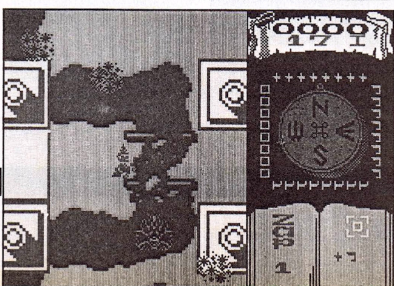
Lots to do as you can see — so the lastability of this game is guaranteed. Playability? Well, I have to say that I found it difficult to get to grips with the game to start with.

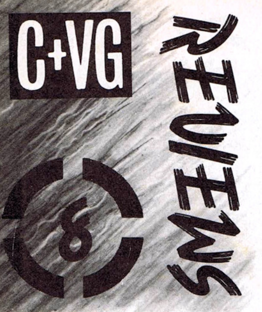
But spend a bit of time on *Wiz* and you'll be rewarded with an entertaining arcade adventure.



	Spectrum	C64
▶ GRAPHICS	7	8
▶ SOUND	6	7
▶ VALUE	8	8
▶ PLAYABILITY	7	7







Shorts

Shao-Lin's Road

- MACHINE: AMSTRAD CPC RANGE
- SUPPLIER: THE EDGE
- PRICE: TAPE £8.95 DISC £14.95
- VERSION TESTED: AMSTRAD TAPE
- REVIEWER: DAVID

As the sequel to the successful *Yie Ar Kung-Fu*, *Shao Lin's Road* was a natural candidate for yet another coin-op conversion.

The game sticks pretty much to the original arcade, in which our hero Lee, having finally mastered the secret martial art *Chin's Shao-Lin*, decides to hit the road. Or rather he tries to, but is stopped by hoards of Triads who trap him in the temple.

Controls include kick, jump over adversaries, jump up and down between the three levels of the temple, and the use of magic powers — picked up from time to time when knocking off other opponents.

Considering the limitations of the machine, this conversion is not at all bad, that is if you want to play yet another martial arts game. The sad thing is that *Shao Lin* is basically a watered down version of Datasoft's two year old hit *Bruce Lee*, but without the depth offered by that great golden oldie!

GRAPHICS	7
SOUND	6
VALUE	6
PLAYABILITY	7

Shorts

Sigma 7

- MACHINE: AMSTRAD CPC RANGE
- SUPPLIER: DURELL
- PRICE: £7.95
- VERSION TESTED: AMSTRAD TAPE
- REVIEWER: DAVID

Durell has converted this three part, seven level arcade oddity to the Amstrad. But the question is why? Having previously failed to set the world on fire with Spectrum and Commodore versions of *Sigma 7*. And considering the current miserable climate for Amstrad games, one wonders whether it was worth it.

The game itself draws on *Zaxxon* for part one, *Pacman* in part two, and *Bobby Bearing* to round off proceedings in part three. Unfortunately, at no stage, does *Sigma 7* recapture the graphical or entertainment excellence achieved by these games.

From a technical perspective, the conversion is at best average, resulting in clumsy screen handling and frustrating gameplay, especially in part one. At a price of £7.95, this is the kind of full priced title that must make Mastertronic rub their hands with glee. Unless you've got good reason, give this one a miss.

GRAPHICS	6
SOUND	6
VALUE	3
PLAYABILITY	5

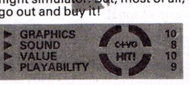
Mercenary

- MACHINE: AMSTRAD CPC RANGE
- SUPPLIER: NOVAGEN
- PRICE: £9.95
- VERSION TESTED: AMSTRAD DISK
- REVIEWER: DAVID

Amstrad owners often have to exhibit almost saint-like patience before hit Spectrum or Commodore games are converted to their machine. Never has this been more true than with *Mercenary*, which has finally been released for the Amstrad CPC range.

Well the good news is that it's been worth the wait, because Novagen's latest conversion is as slick a piece of coding as you could hope to see on a machine which has, all too often, played host to second rate or devalued conversions!

Not so here. Amstrad *Mercenary* featured all the neat touches seen in previous versions. Wonder at the smoothly scrolling horizon, gast at the wire-frame buildings that you can fly straight through, swoon at the sheer size of this evergreen arcade/adventure/ flight simulator. But, most of all, go out and buy it!



GRAPHICS	10
SOUND	8
VALUE	10
PLAYABILITY	9

Leaderboard

- MACHINE: AMSTRAD CPC 464 664, and 6128
- SUPPLIER: US GOLD
- PRICE: £9.99
- VERSION TESTED: AMSTRAD DISK
- REVIEWER: DAVID

Amstrad golf fanatics can now enjoy a round or two on their computer courtesy of *Leaderboard*, now available for the CPC range on disc and tape. This conversion faithfully recreates the slick graphics and smooth ball movement which gained the Commodore version so much applause last year.

As with previous versions, one to four players can tee-off on any one of four courses. There is also a practice driving range where you can brush up on your line and length. The courses have various hazards inlcuding trees, bunkers, and water which always seems to be in the wrong place at the wrong time — splash!

Once you've mastered the joystick controls, which let you alter hook and slice as well as distance, it's all down to choosing the right club and timing your shots. Only time will tell if you've got what it takes to be another Ballestaros, but after a few rounds of *Leaderboard*, you should find less of those embarassing double-bogies appearomg on your score-card! Another highly polished conversion from U.S. Gold.

GRAPHICS	8
SOUND	7
VALUE	9
PLAYABILITY	9

Fight Night

- MACHINE: ATARI
- SUPPLIER: US GOLD
- PRICE: £9.95 (CASS) £14.95 (DISC)
- REVIEWER: BRIAN

Turkey Tim steps into the ring to face his third fighter in his bid to become the champion.

Turkey Tim is facing Hu Him ranked number two. The bell rings and both fighters come to the middle of the ring with fists flying. TT lands the first punches but Hu Him blocks and counters with a bout of vicious blows followed up with a flying kick that finishes TT off. TT's challenge to become champ has ended and now it's your turn.

Fight Night has to be the best boxing game around that I know of. I normally dislike games based on this type of subject but this is the only exception. The way the computer controlled boxer performs his special move is quite humorous, but if they land are very serious. Hu Him's speciality move is a flying drop kick to the stomach, but the others have different specialities which you can find out for yourself.

Another thng that improves this game is that you can define your own boxer and then train him to build his muscles up. The construction of a boxer is very simple and easy to follow, when you are happy with the boxer it can be saved to disc but not to cassette. An option for sparring is also included so you can try out your boxer in the ring without losing any moral. The disc version also includes an option for tournament play which allows for two boxers (human controlled) to pit their wits against each other in the ring.

The graphics are very well defined, as is the sound with various tunes to be heard upon losing or winning. The sound of the boxer being hit is of the highest quality. The value of *Fight Night* increases if you are buying the disc version.

	CASS	DISC
GRAPHICS	8	8
SOUND	8	8
VALUE	8	10
PLAYABILITY	8	8

Robbbot

- MACHINE: AMSTRAD
- SUPPLIER: ERE INFORMATIQUE/INFOGRAMES
- PRICE: £9.95
- REVIEWER: PAUL

Robbbot (no that isn't a mistake, there are meant to be three Bs) promises to have a "highly original scenaraio."

What that means is that a space ship returning from a long voyage is running short of fuel and is forced to land on the planet Io because the on-board computer has detected energy resources. Using three "robbbots" you must get fuel back to the ship.

If that's what a "highly original scenario" is, then the Ark is the most up-to-date form of transport around.

Add to that a load of very silly names and you end up with a load of old tosh.

GRAPHICS	5
SOUND	5
VALUE	5
PLAYABILITY	6

Xenon Ranger

- MACHINE: C64
- SUPPLIER: ALPHA
- PRICE: £1.99
- VERSION TESTED: C64
- REVIEWER: CHRIS

Poor old *Xenon Ranger*. He has gotten himself lost in a strange place, and you must help him get back to his own world.

Yes, this game is one of those ordinary, it happens every day, type of games. X.R, as I shall refer to him, must find the portal so that he can get back to his own world, sorry, Multiverse.

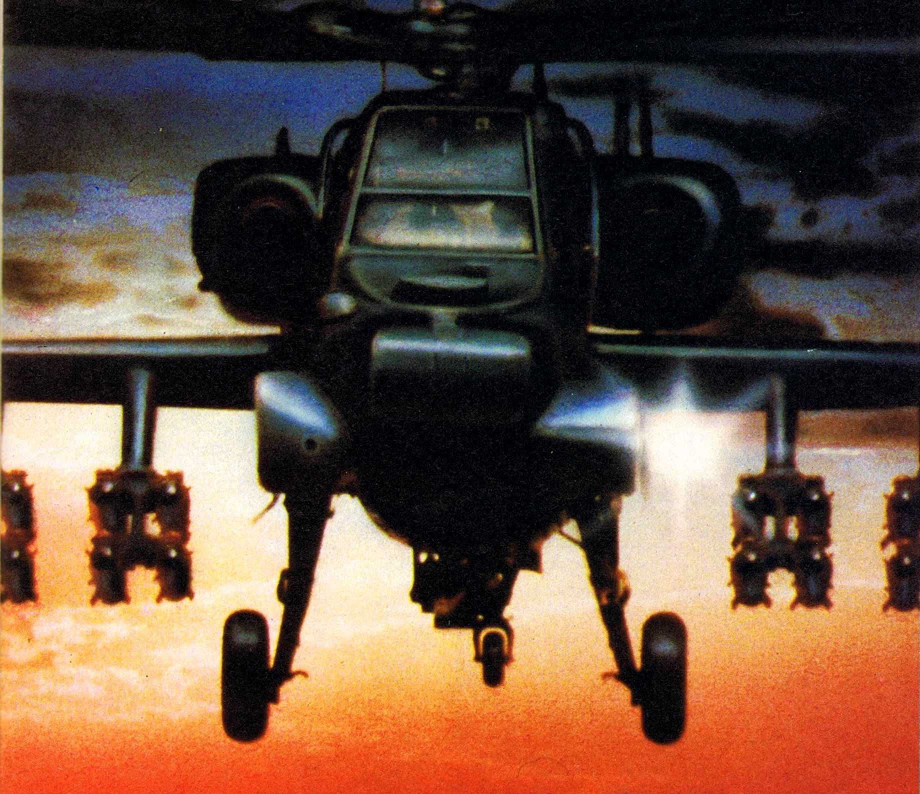
By flying X.R's ship around the top half of the screen, you can shoot down any nasty thing.

With simple graphics, and naff sound, you would think that it was a right bore. Well, you'd be right.

However it did have a slight addictiveness.

GRAPHICS	4
SOUND	6
VALUE	5
PLAYABILITY	7

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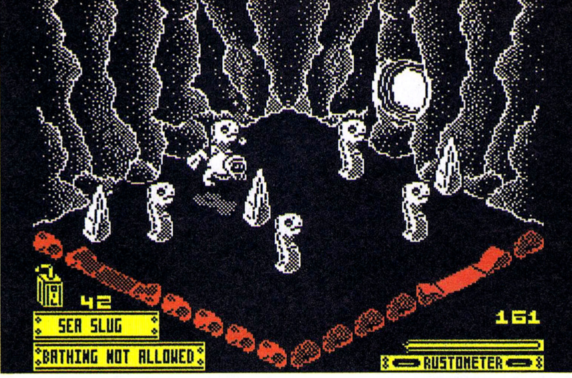
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- VERSIONS TESTED: SPECTRUM/ AMSTRAD
- REVIEWER: TIM

Brilliant! That's the only word to describe *Hydrofool* — the continuing adventures of Sweevo.

There I was, bored of playing games. Yes, I have to admit it. You know how it is. You've had a day where nothing has gone right — your mum has found your favourite dodgy mag under the bed, *Enduro Racer* holds no more challenges and you keep getting wiped out on the first stage of *Nemesis*.

Then, sneakily, along comes a game that takes you by surprise and keeps you up until the early hours, restoring your faith in the great games programmer in the sky.

Hydrofool is one of these games. It's fun, terminally addictive and packed full of puzzles and jokes. If you thought *Sweevo's World* was the bees knees then you're going to go completely O.T.T over *Hydrofool*. The plot? Do you really want one? OK, here it is.

Sweevo, fresh from his success on his "world", returns to the Robo-Master only to be given another great job cleaning out the Deathbowl.

Now, the Deathbowl is a giant planet-sized aquarium which has become so polluted and packed with mutant creatures that the only thing to do with it is pull the plug. Or rather plugs.

Sweevo, armed with a deep sea diving suit, has to find the objects that will release the four plugs and empty the planet by placing them on pedestals in the "plug rooms".

The objects are scattered around 200 rooms over six levels. Some are guarded some aren't. But you'll have to work out just what to do with what. And it's fun finding out!

Sweevo can fight off the aquatic enemies using weapons he finds in the many cavernous rooms. I've worked out a few — harpoons get rid of baby whales (what about Greenpeace?!), spoons kill off jellyfish, while horseshoes wipe out, what else, Seahorses.

Other objects help — a bone lures nasty shoals of Sweevo nibbling fish away while he collects a gnome. Why a gnome? Who knows — a further exploration of the game should explain.

You'll have to learn how to use air bubbles to take you from level to level, or simply help Sweevo overcome other obstacles.

Ride the bubbles to find out how high they'll take you. You'll soon discover where they take you. You'll also have to ride bubbles to reach certain objects tucked away in seemingly unreachable ledges in some of the rooms.

Whirlpools transport Sweevo to lower levels. Some of them are sneakily placed just inside doors — so you end up being sucked down even if you don't want to go!

Sweevo can collect anti-rust oil to keep his suit going in the polluted waters. It rusts as soon as you enter the water. Run out of oil and it's back to the surface again.

Clues and jokes appear in message windows at the bottom left hand side of the screen — which is similar in layout to *Sweevo's World*.

You can start the game from any one of four different locations — but can anyone tell me why they are all named after Elvis Presley songs? Return to Sender, Jail House Rock, O Sole O Mio and Heartbreak Hotel — is this another subtle Greg Follis plan? Answers on a postcard please!

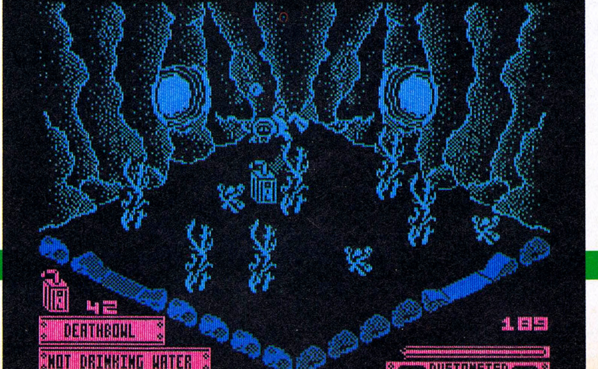
The excellent music — yes, even on a Spectrum — comes from none other than Rob Hubbard — and is more than just a collection of beeps and burps. Graphics are — as you'd expect from Gargoyle — pretty neat. I particularly like the baby whale.

Overall, *Hydrofool* is the most fun you'll have with your Spectrum this summer — probably this year. The best game on the Amstrad since *Batman*. If you thought the arcade adventure was dead, think again — and think about raiding your piggy bank to collect the cash for your very own copy of *Hydrofool*. Don't miss this one.

Stop press! Just discovered that harpoons kill of the 'orrible Wolf Fish and that the Amstrad version is just as addictive as the Spectrum game. And as an extra added tip look "inside" the pedestals in the plug room for a clue to the objects you need.

GRAPHICS	9
SOUND	9
VALUE	9
PLAYABILITY	10





10

Enterprise

- MACHINES: SPECTRUM/CBM 64/AMSTRAD/IBM PC
- SUPPLIER: MELBOURNE HOUSE
- PRICE: SPECTRUM (£7.95) AMSTRAD/CBM 64 (£8.95)
- REVIEWER: PAUL

Question: What is the name of the game in which you zoom off into the depths of space, trading with aliens, buying food, fuel and dodging the interplanetary police? Answer: *Enterprise.*

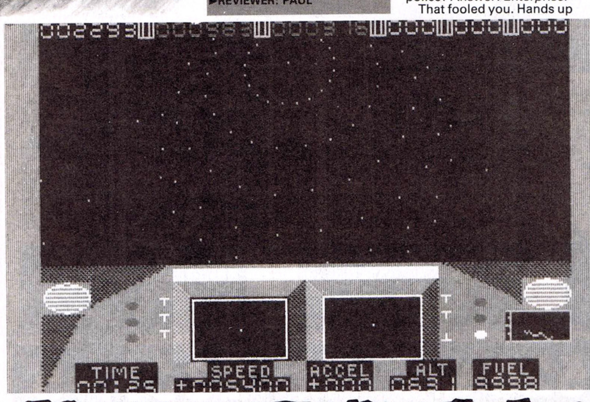
That fooled you. Hands up everybody who said *Elite*. Thought so. Well you would be forgiven for *Enterprise* is unbelievably like the classic *Elite*. If I were unkind I'd say these games could be identical twins.

In *Enterprise* you play the part of an entrepreneur or, to put it more accurately, a crook.

Having decided to set yourself up as Interplanetary Merchant Pilot you find you haven't got the readdies to buy a space ship. So you whip one which displeases the law and means you're in for a stiff prison sentence if you stick around. Then it's off to deep space with the aim of earning enough money to retire to the Paradise Planet.

You do this by collecting minerals and selling them to anyone who's fool — or desperate — enough to buy them.

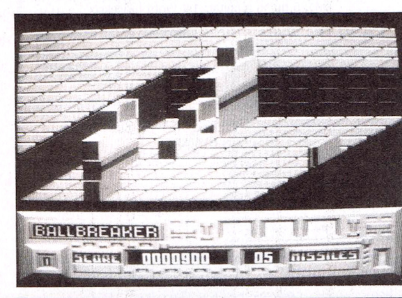
As well as selling to them, you can buy food, fuel, and insurance from the traders and get your ship repaired. Some traders are more friendly and more honest than others. The price you receive depends not only upon the state of the economy, but also the rarity of the minerals on that particulary

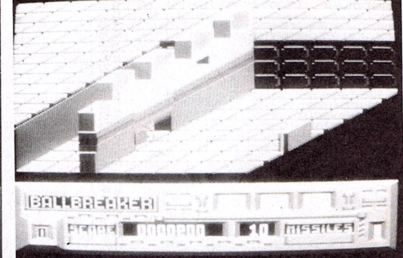


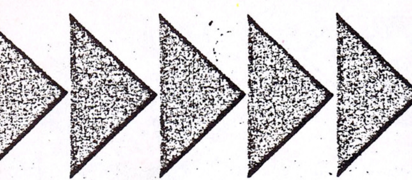
Ball Breaker

- MACHINE: AMSTRAD CPC RANGE
- SUPPLIER: CRL
- PRICE: £8.95
- VERSION TESTED: AMSTRAD TAPE
- REVIEWER: DAVID

Every so often, you see screen shots, for a forthcoming release, that are so mouth-watering you simply have to have that game the day it's







planet. Most traders offer discount on bulk items and be careful not to lose your no-claims bonus on the insurance.

Despite receiving interest on your money from the "Ron Nice Guy" credit agency the amount of money required to retire rises incessantly with inflation.

You also have an Inventory which provides you with all the information about your current status, bank balance, retirement target, insurance cover, insurance premium, food supplies,and amount and type of minerals carried in the cargo bay.

A damage report gives the staus of all the ships primary equipment. Engines, boosters, fuselage, landing gear, photon shield, cargo bay door, food storage system and braking system.

Damage may be done to the ship either by collision with minerals police ship or during entry into the atmosphere. Damage to the engines or boosters will cause them to run less efficiently, using more fuel until their eventual failure.

To claim on your insurance policy you must first take out a policy from one of the aliens. The price is based on the status of the items being insured and the economy of the planet you buy it from. If you issue a subsequence claim on your policy then the item claimed upon (Ship, Food, Fuel) will be returned to the condition it was in when the policy was formed.

Moving the cursor with the joystick onto any of the palnets shown on the sreen that are within your hyperjump range. Press fire on planet to see the characteristics of that planet and set the hyperjump coordinates, fire to return to map.

When trading with alien you may say anything you wish. They usually enjoy idle chat and the less helpful of them often try to digress, but by chatting to them it is possible to ascertain more about their general character and lifestyle which will be useful to you in future.

A dictionary definition of *Enterprise* includes the following phrases "daring spirit" and "a bold attempt." Neither fit this *Enterprise*. It's directly from the clone zone.

▶ GRAPHICS	8
▶ SOUND	6
▶ VALUE	8
▶ PLAYABILITY	8

launched if not sooner. *Ball Breaker* is one such game.

Essentially, *Ball Breaker* is ED *Breakout* turned on its side. The action takes place in a metal panelled room.

All the blocks, pyramids, spheres, diamonds etc, to be destroyed, are ranged along the left-hand wall, although these sometimes encroach right up to the opposite wall of the room along which you move your bat, which looks like a multi-coloured Liquorice Allsort.

Level one is quite easy as all the blocks are arranged in a wall, quite a way back from your bat. Any block hit by the ball immediately explodes, creating a hole in the wall which is immediately filled by any blocks from above which drop down to fill the gap.

As you progress through the game you'll come across many different blocks and objects, all with differing properties. Some speed the ball up, while others cause it to bounce off the walk. From level two onwards. Things get much more frantic with funny animals perching on pedestals, ready to surge forward and distintegrate your bat.

Missiles will also destroy any blocks on the screen, but should only be used in moments of acute embarassement, because your stock will soon run dry. The number of missiles remaining is shown in an extremely flash, but almost totally useless, status area.

Although the design of the graphics in *Ball Breaker* are extremely good, the gameplay is positively awful. The movement of your bat is slowed down by other things happening on the screen.

Add to this the difficulty of judging where your bat is in relation to the ball, the total absence of any instructions, and a level so difficult that many players may never get past it, and you've got a recipe for disaster!

Although graphically and musically stunning, and a brave innovative idea, *Ball Braker* falls heavily at the last hurdle because it simply isn't playable compared with the *Arkanoid* and *Krakout*.

▶ GRAPHICS	10
▶ SOUND	9
▶ VALUE	5
▶ PLAYABILITY	4



Dogfight

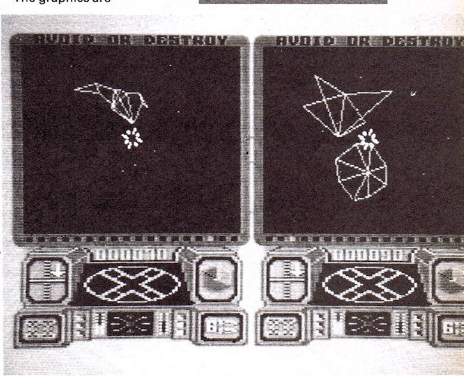
- ▶ MACHINE: CBM 64/SPECTRUM AMSTRAD
- ▶ SUPPLIER: STARLIGHT SOFTWARE
- ▶ PRICE: £8.99 (SPECTRUM)/ £9.99 (CBM 64)
- ▶ VERSION REVIEWED: SPECTRUM
- ▶ REVIEWER: STEVE

Now this is the mission. It is 2187 and your name is Rhett Dexter (sorry about that). An anomaly has appeared in the Alpha Centuri sector, a hole through which come invasion craft from another dimension. The only way to close the hole is with nine of the one hundred pieces of the warp field generator hidden by the old ones throughout the universe. You steal a new interstellar fighter and take off for the stars . . .

Basically, *Dogfight 2187* is another space shoot-'em-up. At each screen the player has to shoot down all the "invasion craft" in the sector, which gains him one piece of generator. In some sectors he also gets the chance to refuel in the "rotating vector graphic squares" of a nearby planet. He can then warp into the next sector to take on the next set of invaders, eventually coming to the sector containing the hole, which he plugs with his piece of generator and goes back for more. All this is run by a thirty-minute real-time clock, which is the time he has to complete the mission.

The graphics are disappointing, the enemy fighters being only shown in wire-frame, and the planets as a series of concentric squares. Anyone who is not a very fast shot will also find themselves running out of fuel and ammunition long before they can find a planet. The instruction booklet (in four languages) is no help at all in discovering how to prevent this. The big appeal of the game is that it offers two side-by-side cockpit displays, and can be played three-handed: by one player against the computer, two players against each other, or two players against the computer.

▶ GRAPHICS	6
▶ SOUND	5
▶ PLAYABILITY	7
▶ VALUE	6



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Stifflip

- MACHINE: C64
- SUPPLIER: PALACE
- PRICE: £9.95
- REVIEWER: TIM

Trust Binary Vision to come up with something different. Well, they had to go some to follow *Zoids* didn't they.

Well, *Stifflip* isn't *Zoids II*, but it does use some of the neat "windowmation" that you came to know and love after playing that first classic game. *Stifflip* is very clever and very playable.

If you read our preview a couple of issues back you'll know that the Binary programmers delved back into the *Boy's Own* adventure style stories to bring you an icon driven graphic adventure featuring dastardly deeds in a banana republic.

The screen is set up like a comic book page — the pictures are drawn cartoon style and you get two panels of action per "page". As you move through the game the "pages" flip. A really nice effect.

You can control any one of four main characters, but you'll encounter other helpful or unhelpful people as you travel through the adventure. Like Zoids, your actions are controlled from a series of icons and menus.

The first of these icons is as Chinwag, the second is the Fisticuffs icon, the third is Beetle-off, the fourth is Do One's Stuff, the fifth is State of Play and the sixth is Change Batter. All pretty easy to understand.

On the right hand side of the screen shot you will see these icons showing three different characters. The top character who has the eyepatch is Colonel R.G. Bargie, the second is Professor Braindeath and the third is Miss Palymra Primbottom.

The first character you get to control is Viscount Stifflip himself. Look at our screen shot.

The fact that he is next to the character in the immediate past means one of two things. Either he moved away very quickly by selecting the Beetle-off area, or Stifflip beat him in a fight. If Stifflip were to talk to this character, the sort of thing he would say would be "Now look here my good man", whereupon Stifflip would be attacked.

In the other illustration Stifflip is seen with a barman. If Stifflip was to talk to this character he would be likely to say something on the lines of "Nice bar you have here."

The four characters each have a role to play in the adventure — so you won't be able to complete it unless you keep them all fit and well. Each carries things which come in useful — but you might have to swap them around in certain circumstances to achieve the desired effect.

Read the speech bubbles and examine each "page" carefully for clues to the riddles which open up areas of the adventure to further perusal.

There's plenty of humour — you may not laugh out loud but you'll definitely snigger to yourself.

And if you manage to defeat the evil Count Chameleon you're a better player than me!

The only real "arcade" sequence in the game is Fisticuffs — which is a bit like the attack sequence in *Zoids*. You have to line up an icon on a revolving target and hit the fire button to biff your opponent. You can hit "below the belt" but this will affect the final outcome.

Stifflip might not get the audience it deserves because its a sort of in-between game. In between an adventure, an arcade adventure, a bit like *Redhawk* in fact.

But if you're a games player desperate for something different then take a look at *Stifflip*. If you're already a Binary Vision fan, you won't want to miss this. Like me, you'll enjoy it a lot. Oh yes, there've some great tunes too!

It's up to you to work out when and on whom to use physical force. It doesn't always work to your advantage.

GRAPHICS	9
SOUND	9
VALUE	9
PLAYABILITY	9



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MSX extra

Following the success of C+VG's MSX-tra in June, Guy Langley is back with another round-up of games for his fav machine. *Feud* and *Auf Wiedersehen Monty* come out tops.

It must be well over a year since the last Monty game was released, and I bet you thought *Gremlin* had forgotten the furry superhero.

Well, you got it wrong. *Auf Wiedersehen Monty* is the best yet, and, as is usual from Gemlin, it just oozes with quality.

Poor Monty is still persecuted, and has fled Britain for warmer climes. But he hasn't got time to lie in the sun swigging Coke. No, that wouldn't make much of a game, would it? Intermole are hot on Monty's trail, and the only way he can elude them is to buy a Greek island, where he can escape extradition.

Unfortunately, Greek islands cost quite a bit, and even giving up reading C+VG wouldn't help to pay, so poor old Monty has to trek all over Europe collecting money to buy it.

And, as usual, there are plenty of puzzles to solve along the way, as well as nasties by the bucketful.

You start off in Gibraltar, which consists of only one screen, and from there, you must go through every country in Europe, including Moledavia. Problems range from a bullfight in Spain, to a chance to race in the Monaco Grand Prix.

Overall, an excellent game that reassures Gremlin's pole position in the MSX software world.

Now for Bulldog's *Feud*. Down in little Dullford, trouble is brewing. The two wizards, Learic (you) and Leanoric just can't decide who is the top wiz. So, like all good wizards, the've stopped speaking to each other, and started trying to zap each other instead. Now nobody is safe, as the two bumbling wizards prowl the village, doing their hardest to fry each other.

You have a total of 12 spells at your disposal, but to cast them, you must collect the two herbs that each one requires. The herbs are grown mainly in Heike's herb garden, but watch out. Heike doesn't take too kindly to you pinching his herbs, and he chases you doggedly, bringing your energy down whenever he touches you. He doesn't seem to notice old Leanoric, though, which seems a bit unfair to me.

Once you have your herbs, you mix them in your cauldron, and then take off after Leanoric, following your compass, which always points towards him. It is best to mix more offensive spells, such as fireball and lightning bolts, because these can be used more than once, and very often, your shots go wide.

Don't miss *Feud* — at only £1.99, its a virtual steal, and it'll have you playing long into the night.

In Mastertronic's *Terminus* the Wanglers are on the loose, and they're out to bust their leader, Brains, out of the clink.

You, of course, get the job of helping them. But this breakout is no in and out job. Brains is held on Terminus, a prison planet, infested with monsters and traps, and spread over 500 screens. And, as the year is 5027, the planet is so hi-tech that you have a computer to open the doors for you. Well, humans shouldn't have to do such menial tasks!

You have at your disposal the four wanglers, Magno, Xann, Mobod and Spex, all who have strange characteristics.

For instance, Spex likes to bounce about, Magno prefers to suck onto walls, and Mobod and Xann favour the good old anti-grav suit.

Terminus is great value at £1.99 for those poor, half game starved MSX-ers.

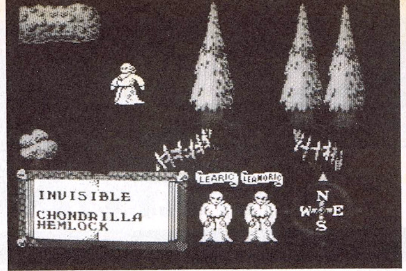
Ever fancied flying a *Sea King* helicopter? Well, now is your chance. Thanks to Players, masters of the mediocre, you get a chance to actually fly this powerful chopper, and try to rescue the 25 seamen, stranded behind enemy lines, or in the P.O.W camps.

The thing is, being behind enemy lines, it's a bit dangerous. In fact, it's so dangerous that if you so much as make even a tiny movement error, a dirty great Polaris zaps out of the sea and BANG, you're potted meat.

The front end contains a jerky scrolling message, and an awful tune that gets a hell of a lot worse, is played constantly. Yes, it's written on one of those Yamaha thingy-doo-dahs, and, unless you have one, it soon deteriorates into a few clicks, with the odd buzz. Best thing to do is to turn the sound down.

You have to fly your smartly drawn Sea King over the blocky islands, avoiding the enemy planes and missiles, to collect the survivors, who stand and wave at you.

The screen does scroll quite smoothly, and the 'copter sound effect is quite neat, but



● *Feud*

this doesn't make up for the fact that *Sea King* is so excrusiatingly hard, that you have to be a masochist to play it more than a few times. Sorry, Players, Hot this ain't. Give it a miss.

Oh no, on sigh, oh alas, oh alack! . . . What a waste of a good idea. *Fire Hawk*, from Players, is a scrolling shoot 'em up, marred only by the bad ship control.

If it wasn't for this, I might have made it a C+VG hit. As it is, it goes down as competent.

You have to fly your Fire Hawk fighter ship through the vast ZEUS defence installation to . . . well, it says on the inlay card "to survive". Hmm, well, it does make a change.

The screen background scrolls beneath your ship, rather like *Uridium*, while all the usual sorts of mindless aliens bumble towards you, and you, as usual, take potshots at them with your laser cannon.

What bugs me about this game, though, is the lack of control you have over your spaceship. To clarify, once you move, you don't stop moving, and so it's pretty hard to line an alien up in your sights if you are always sliding about like a lump of cold custard on glass.

Your ship also appears to have been equipped with a fuel tank the size of a Martini bottle, because it runs low very often, and you have to go through the nasty business of swooping low over the ZEUS installation, and grabbing some more gas.

The title screen music sounds more Arabian than anything else (?!), but then again, it doesn't really sound like anything, but it is quite atmospheric, especially if you ram iced lollies in your ears.

Fire Hawk is the MSX budget answer to *Uridium*, and although it's not technically brilliant, it is very addictive, and pretty challenging with it. Take a look at *Fire Hawk* — you won't be disappointed.

"The year is 2087, and the world has been devastated by nuclear war . . ." Those are the opening lines to *Survivors*, the new cheapo game from Atlantis.

Don't worry, though, there are a thousand survivors, in hibernation in a huge underground dome, and you must guide three droids through the dome to rescue them.

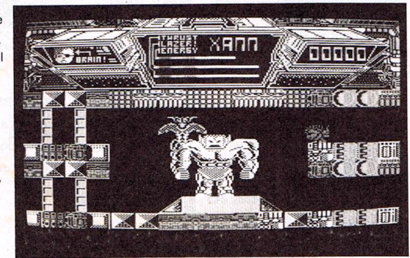
This game leans heavily on *Boulderdash* for inspiration, and it doesn't quite come off. You see, these droids are specialised: one can tunnel through the earth, one can shift boulders, and one can teleport the hibernating survivors to safety.

Sounds great, but when you discover that the earth mover can easily get trapped with all the falling boulders, and that the bouldershifter is almost no use at all, then things start to go to pieces.

It could be a reasonable game, I suppose, if you have the patience of a schzoid hamster, but I haven't.

Give this one a miss, it's pretty naff all round.

Auf Wiedersehen Monty	9
Fire Hawk	8
Sea King	6
Feud	8
Terminus	8
Survivor	8



● *Terminus*

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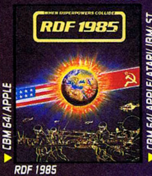
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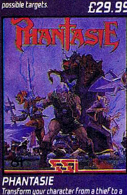
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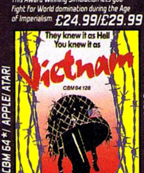


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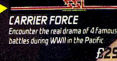


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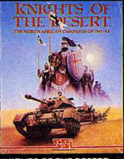


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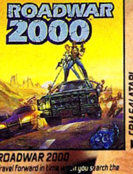
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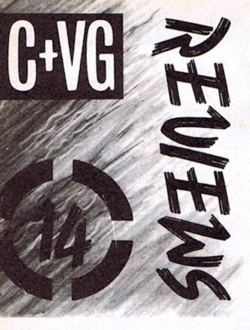
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- SUPPLIER: OCEAN
- VERSION REVIEWED: COMMODORE
- PRICE: £7.95 SPECTRUM, £8.95 COMMODORE/AMSTRAD
- REVIEWER: BRIAN

Well, I was completely and utterly addicted to the arcade version of this, and so when I saw the advertisement for *Mario Bros* a few months ago, I couldn't wait for it to arrive.

Well it has, and I must say I was rather disappointed by it. Don't get me wrong, it is about as close to the original as is possible with the limitations of the machine, but for some inexplicable reason, it just doesn't seem to have the same 'grab-you-by-the-throat' compulsiveness of the arcade original.

Anyway, putting that aside for the moment, here's the plot.

Bonjourno. My name issa Mario, And dis is ma brother, Luigi. We work in a disk factory, which has a very slippy floors, and issa inhabited by lotsa nasty creatures. We also have a very hard heads, which we can use to bend da Platforms, and knock thesea rotten animals onto their backs, where we can boot them toa kingdom come!

Right, you can now read in English. All the features of the original are there, sidestepper, shellcreeper, etc, as is the two player mode, either working together as a team, or against each other. The graphics are fairly close copies of the original, as is the sound, which is why I cannot understand why this isn't half as much fun as the arcade version. For some reason, the comic style humour isn't there any more, which is probably why some of the magic has been lost.

Overall, it's not a bad game, and it could just be that I was expecting too much of Ocean to capture the spirit of the game I was so addicted to in the arcades. Try before you buy is the rule with this one I'm afraid. It is good, but you might just be a little bit dissapointed.



GRAPHICS	5
SOUND	5
VALUE	7
PLAYABILITY	7



Army

- MACHINES: CBM 64/ SPECTRUM/AMSTRAD/MSX
- SUPPLIER: IMAGINE
- PRICE: £8.95
- VERSIONS TESTED: CBM64/ SPECTRUM
- REVIEWER: CBM 64 (BRIAN)/ SPECTRUM (PAUL)

Right, lads, chest out, stomach in, you're in the army now. The going's gonna get rough and tough. Only the fit will survive a battle with *Army Moves*.

C+VG has deployed its resources in force to battle it out with Dinamic Software's game for Imagine.

Brian "Take No Prisoners" Webber became involved with fierce fighting which lasted days on the Commodore 64. Paul "Shoot to kill" Boughton launched a full frontal assault on the Spectrum version.

Here's Brian's report from the war zone.

WOW! This is great! *Army Moves* is the one game I've played every single day, for at least an hour, since the copy arrived on my desk.

The game is split into seven sections, and comes in two loads, the second, I assume, is after level four because I haven't got passed that yet!

You are a member of the Special Operations Corp, which has been picked to go into the enemy's camp, to retrieve some vital information, that could turn the coflict around. To get there you must negotiate many hazards, such as crossing jungles and deserts.

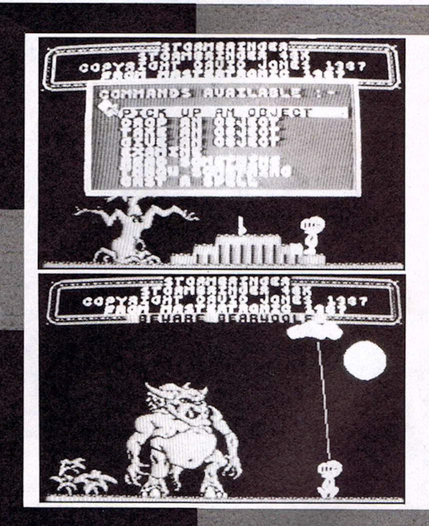
The first, four sections are basically scrolling shoot 'em ups, in the same vein as *Moon Buggy* except that you drive jeeps and helicopters. Level five onwards is then on foot, trying to get the plans, and get back to the barracks.

That is basically it. A fairly run of the mill storyline, and in some respects, a fairly run of the mill game, but for some inexplicable reason, I am totally addicted to this. Yes readers, me, the one who hates this type of shoot 'em up.

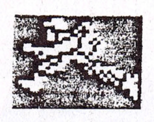
The graphics, which although are not mega brilliant, do their job well, and from what I've seen of them are well above average.

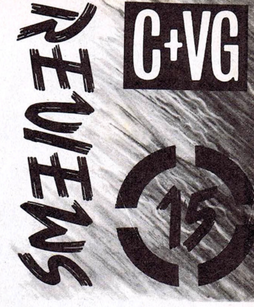
Soundwise, again, this is above average, with a brilliant rendition of 'Colonel Bogey' that would put the original *Montry Mole* game to shame.

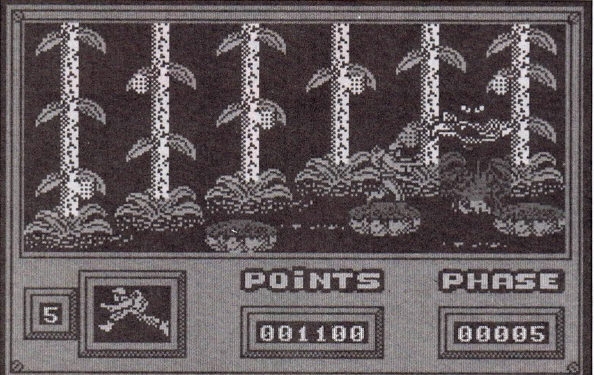
For the first few games it



Moves







might tend to be off putting, but I found I couldn't play without it.

When you've completed the first section, you are given a code to enter, that allows you to load the next part. So send your codes to IDEAS Central at the usual address.

Overall, this has to be about the best piece of software I've used in months, and at the price it's a steal. Miss it at your Peril!

Now for Paul's frontline fighting facts.

Brian's filled you all in about the plot of *Army Moves* so I won't bother. The Spectrum version seems pretty much the same.

The graphics are pretty naff but that doesn't really matter. *Army Moves* is strangely playable.

It's hellishly difficult to get going. Your jeep approaches a whole in the bridge which it must leap. You can slow the vehicle down but you can't stop it. Just when you're faced with no choice but to jump the gap or plunge into oblivion, you see an enemy jeep heading towards you, or helicopters heading down to zap you.

Army Moves is nothing if not annoyingly addictive. I kept saying "I'll give it one more go." You know how it is? Thirty goes later you're still willing to give it a go.

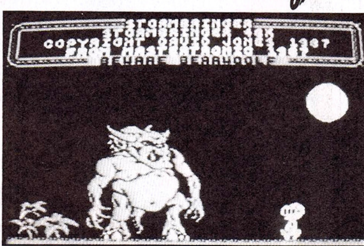


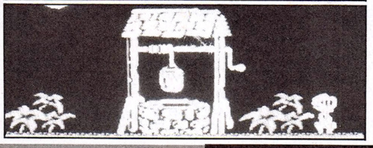
	CBM 64	SPECTRUM
▶ GRAPHICS	8	7
▶ SOUND	8	6
▶ VALUE	9	9
▶ PLAYABILITY	10	10

C+VG HIT!

Stormbringer

- ▶ MACHINES: SPECTRUM/CBM 64/AMSTRAD/MSX
- ▶ SUPPLIER: MASTERTRONIC
- ▶ PRICE: £2.99
- ▶ REVIEWER: PAUL





This review originally consisted of just four words: "Go and buy *Stormbringer*." That's all there is to it really. But a large expanse of white space looks a bit odd.

Stormbringer is the final game in David Jones' wonderful series of *Magic Knight* games. Remember *Spellbound* and *Knight Tyme*?

At the end of *Knight Tyme* Magic Knight had encountered a problem or two with an unreliable time machine while trying to get back to his own era.

He was split into two people. Now there's *Magic Knight* and the Off-White Knight, or as he is also known, *Stormbringer*.

Stormbringer is the opposite of good. That means he's bad. Very bad. He gets his name from the very powerful storm cloud he can conjour up and with which he intends to destroy the good guy.

You can't destroy *Stormbringer* because that would mean you would destroy yourself. Clever, eh? What you have to do is merge with him.

Once again David has used what he calls Windimation as a means of giving the player command choices. That means a series of windows open on the screen, each with its own information, commands etc. It's the same system he used in the other two games to great effect.

Magic Knight is controlled by joystick as usual. He moves back and forth against a series of backgrounds (great graphics). Picking up objects talking to characters and avoiding this annoying little cloud which zaps a harmful lightning bolt at you.

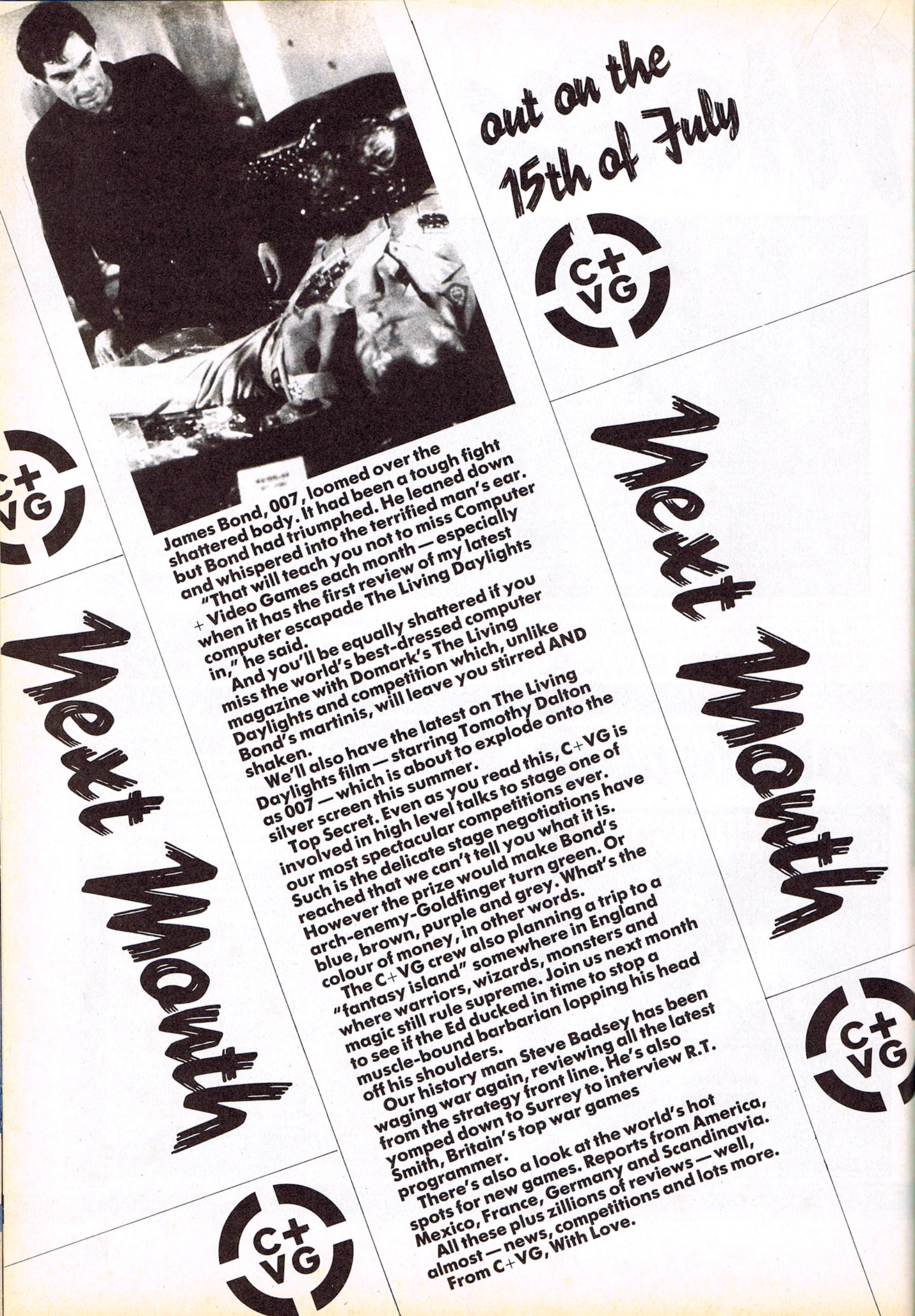
There are 56 locations to explore on the 48K version and 64 on the 128K version.

If you played any of the previous games you'll need no urging to go and buy *Stormbringer*. It's got great graphics, sound, fiendish problems and great game play. And at £2.99 you can afford not to miss out. This is how all budget games should be.



▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	10
▶ PLAYABILITY	10

C+VG HIT!



out on the 15th of July

C+VG

Next Month

James Bond, 007, loomed over the shattered body. It had been a tough fight but Bond had triumphed. He leaned down and whispered into the terrified man's ear.

"That will teach you not to miss Computer + Video Games each month — especially when it has the first review of my latest computer escapade The Living Daylights in," he said.

And you'll be equally shattered if you miss the world's best-dressed computer magazine with Domark's The Living Daylights and competition which, unlike Bond's martinis, will leave you stirred AND shaken.

We'll also have the latest on The Living Daylights film — starring Tomothy Dalton as 007 — which is about to explode onto the silver screen this summer.

Top Secret. Even as you read this, C+VG is involved in high level talks to stage one of our most spectacular competitions ever. Such is the delicate stage negotiations have reached that we can't tell you what it is. However the prize would make Bond's arch-enemy-Goldfinger turn green. Or blue, brown, purple and grey. What's the colour of money, in other words.

The C+VG crew also planning a trip to a "fantasy island" somewhere in England where warriors, wizards, monsters and magic still rule supreme. Join us next month to see if the Ed ducked in time to stop a muscle-bound barbarian lopping his head off his shoulders.

Our history man Steve Badsey has been waging war again, reviewing all the latest from the strategy front line. He's also yomped down to Surrey to interview R.T. Smith, Britain's top war games programmer.

There's also a look at the world's hot spots for new games. Reports from America, Mexico, France, Germany and Scandinavia.

All these plus zillions of reviews — well, almost — news, competitions and lots more. From C+VG, With Love.

C+VG

Next Month

C+VG



ZYNAPS
ZYNAPS; the most imaginative sci-fi shoot-em-up game yet, from Hewson. It has a combination of 140 possible story sequences to fire your imagination. Zynaps is a game constructed like a comic book, with three chapters and four episodes of mind-blowing action. Each part gets tougher until our hero faces the final conflict . . . It's the battle to end all battles!
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Disc £14.95
COMMODORE
Cassette £8.95
Disc £12.95
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Hewson, 56b Milton Trading Estate, Abingdon, Oxon OX14 RX.
Hewson Consultants Ltd
As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication

Awsome comic character. Brilliant game. And now the totally essential players guide. C+VG Game of the Month, Nemesis the Warlock, **gets the IDEAS Central treatment thanks to programmers Dave Dew and Steve Boynton. Read this and you're on the way to bringing about the death of Torquemada.**

BACKGROUND STORY

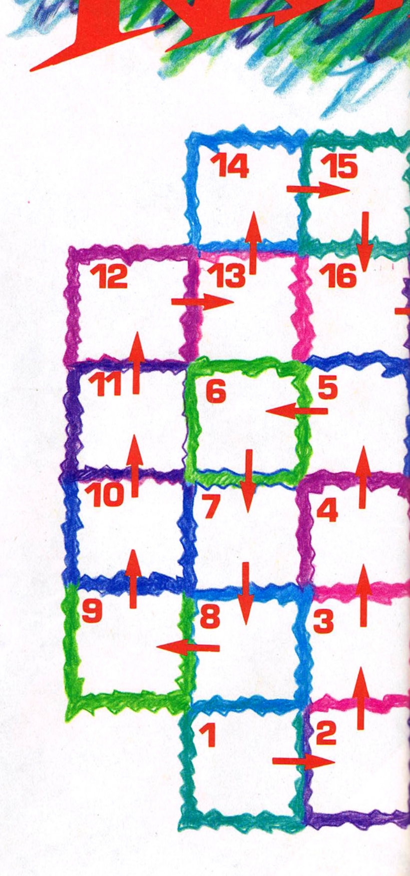
Nemesis the Warlock leads the resistance movement against Torquemada, Grand Master of the Terminators. Nemesis has sworn to destroy the evil empire of Termight which Torquemada has cleansed of all those he calls aliens. Torquemada is recognised as the protector of human life on the planet and sees the extinction of all "aliens" as a religous crusade. Once Termight has been cleansed, old Torq sets his sights on the rest of galaxy — and only Nemesis can save the aliens.

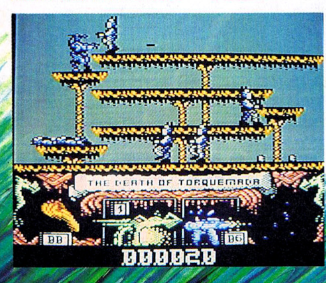
In the game, Nemesis sets out to find Torquemada and destoy him — but hoardes of terminators are out to stop him dead!

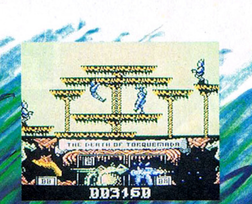
Each screen is packed with hazards — and Terminators. Nemesis has his trusty sword *Excessus* and a lethal laser pistol. Ammo for the gun can be collected on each screen. If all else fails, Nemesis has the ability to spit acid twice per screen.

NEMESIS — THE FIRST SIX SCREENS GENERAL HINTS

- Remember that as Nemesis stands below a platform his head protudes over the top. So Terminators walking above him will drain his lifeforce as surely as if you allow them to walk into him. Duck if there's a Terminator above. Jump if you're on a higher platform if nasty walks below.
- Edges of the screen are usually safe places to wait for the Terminators to come to you. But watch out for those sneaky little chaps who jump from higher platforms onto your head.
- Avoid killing Terminators near ammo as the body more often than not will land on it and prevent Nemesis picking it up.
- Terminators cannot be shot at close range so don't waste ammo attempting to kill him with a gun. Run them through with your sword and you'll lose less life force.
- Avoid zombies at all costs. Remember they take four shots to kill.
- Only use acid on Zombies, or if you are close to death. You get a maximum of two acid spits per screen.
- Always keep a check on the number of Terminators left to shoot on each screen — the number on the bottom left hand side of the screen. When you have five or six left to shoot move towards the exit — marked on the map — in order to avoid having to rush when the number reaches zero.



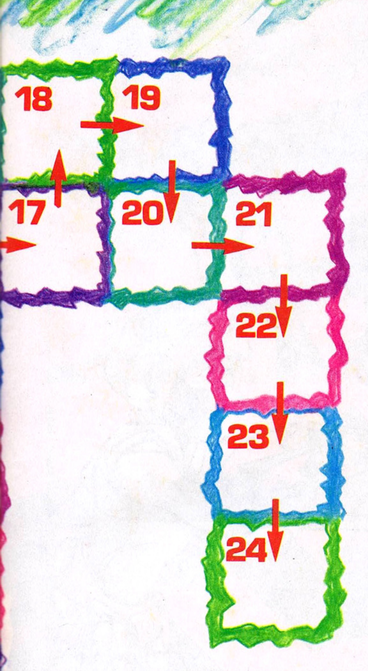






nesis players guide

THE WARLOCK

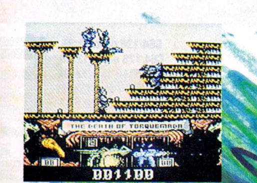


SCREEN GEMS!

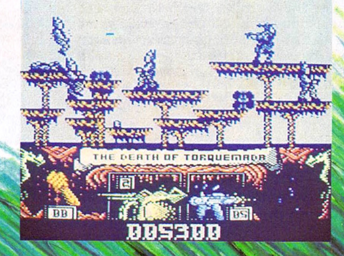
- Screen Four: Put a body on the middle platform to reach it.
- Screen Six: The way out is down. Shoot enough Terminators BEFORE falling down into the pit.
- Screen Seven: This one takes a while to complete. Fall down the gap and go left or right before you land. Shoot Terminators as they fall through the gap. It is possible to build a bridge of bodies in order to reach the ammo.
- Screen Nine: Build a pile of bodies on the right hand side of the screen so you can climb to the exit, top right.
- Screen Eleven: Shoot Terminators in the back — forget chivalry, these guys are monsters! — as they will fall on the platform creating yet another bridge for Nemesis to climb to the top.
- Screen Thirteen: Unlucky for Terminators! Pile bodies up on the left hand side of screen and walk over them to exit top left.
- Screen Eighteen: Jump through the screen exit on the right to land safely on the next screen.

- You can read the latest adventures of Nemesis every week in *2000AD*, and catch up on old adventures in the collected works of Nemesis published by Titan Books.









TRIAXOS

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GOOD LUCK! YOU ARE ON YOUR OWN!

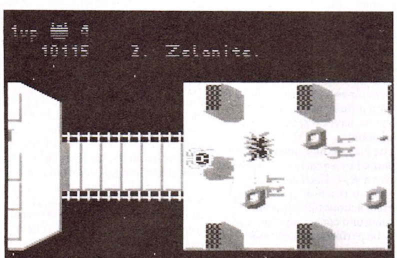
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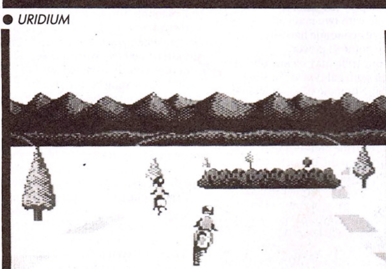


Video & Chips

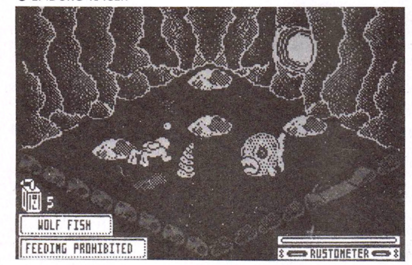
Search for a Champ



● URIDIUM



● ENDURO RACER



● HYDROFOOL

Could YOU be the CHIP CHAMP we're looking for? Along with *VIDEO & CHIPS* the T.V. computer show, on I.T.V television every Wednesday at 4.20pm, we're searching for the ultimate computer game champion. To enter all you have to do is send us your scores on three out of the five games listed below, cut out the coupon and send it to Computer and Video Games, Chip Champs, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. You'll also be able to find entry details in TV Times.

C+VG will be helping to organise the qualifying rounds — but the *Grand Final* will be played out ON the *VIDEO & CHIPS* show. So YOU could be showing off your game playing skills in front of millions of viewers. Fancy that? Then enter your high scores today!

● The qualifying games are *Uridium, Enduro Racer, Sentinel, Hydrofool* and *Arkanoid*. Remember, you don't have to own all five games to enter — scores of three of the games will do. And don't forget to get a friend or parent to verify your scores BEFORE you send them in.

VIDEO + CHIPS CHIP CHAMPS ENTRY FORM

Name ____________________

Address ____________________

____________________ **Age** ______

Qualifying scores:

Uridium: ____________________

Enduro Racer: ____________________

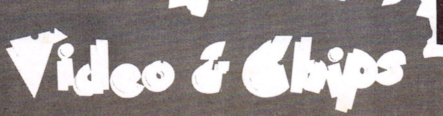
Sentinel: ____________________

Hydrofool: ____________________

Arkanoid: ____________________

Scores verified by: ____________________

Computer owned ____________________





Wayne here again, this issue I am not only bringing you the latest in P.B.M. news and reviews, but I'm also going to ask for your help.

It is with many regrets that I have to inform you that **Jade Games'** computer moderated, fantasy wargame **Arcadia** has been closed down. The reason? **K.J.C. Games** claim that *Arcadia* is basically the same game as their **Earthwood**, so much so that it infringes K.J.C.'s copyright. Legal steps were taken by K.J.C. to stop Jade running *Arcadia* and the game has now been closed.

Let this serve as a warning to all C+VG readers who are thinking of starting up their own PBM game. If your idea is not unique, think twice about launching it. You could find yourself in big trouble.

On a brighter note, I can confirm that Jade has quickly released another computer moderated PBM, this time it is sci-fi based and is called **Shattered Worlds** (Mini-review in June C+VG).

All ex-*Arcadia* players have been offered their money back or a starting position plus full credit in the new game. I can recommend *Shattered Worlds* and would advise all ex-*Arcadians* to give it a go.

● **Gameplan**, the computer moderated American football PBM run by **Sloth Enterprises**, has now finished its playtest stage and has been officially launched. To date, I've yet to win a game against the computer, however now the playtest has finished all future opponents will be human, so all in all things should be easier (fingers crossed!). Overall the game looks fun and I can tell you that all American football fans will love it.

● For a limited period **anyone** who writes into the mag about PBM, to enquire about PBM in general or to take up one of my offers, will be sent full details of a random PBM game. I am passing the names of all correspondents on to certain PBM companies, who will, **free of charge**, send you details of their games. Please note, if you don't want to receive the details state so in their letter.

● I get asked to review or playtest many different PBM games each week, but I have to turn a lot of them down or put them on hold, as I play about 15 games already and I just can't cope with any more! Therefore, I'm asking YOU to review the games for me.

You will play the game, 90% of the time for nothing, and it will be your job to do all you can to stretch the game to its limits, trying to find faults or sticky patches in the games.

You will also have to write into me once a month and let me know what you think of the game overall and tell me what you have or haven't done in the confines of the game.

The games can be anything from single character fantasy games to computerised mass wargames. There are even sports orientated PBMs.

So how do you get a reviewing position? Simply write to me, care of C+VG, and tell me what type of game you would like to review and why I should choose YOU to review it.

Then, once a month I will select the people who have convinced me that they should review a game and set them up as a playtester. I don't intend to keep a waiting list, so it will be up to you to write in **each** month if you are not selected first time.

Review: Aegyptus.

● **Aegyptus** is a computer moderated tribal PBM run by **N.A.B. Software.** It is based in ancient times on a society which is not too different from the ancient Egypt we have all read and seen films about.

The play of the game is governed by a yearly cycle with six moves a year. Each move represents two months of the year. Certain actions like farming, herding and collecting taxes may only be performed in certain months.

You play the leader of a tribe of people with two main aims — to survive economic hardship and grasp political power.

Your tribe may be any one of seven political types: Herding Tribe, Nomadic Clan, Nomadic Nation, Farming Tribe, City State, Republic or Empire.

A player starts the game as a herding tribe and — if they wish — progress up the hierachy of political organisations. Your political organisation affects how many people you control, what they may be, troop types allowed and how much territory you can control.

You create your tribe by selecting up to three types of craft workers and four types of animal. This part of the game is crucial and you should put a great deal of time and effort into considering who to pick as your workers, as it could prove disasterous if you got the wrong combination of the workers and animals.

Depending on the number and type of craft workers you have created, you then decide on the numbers of troops, slaves, weapons and armour you are entitled to.

Once you have sent this info off, you then receive your order sheet and it is up to you to try and become top player in the tribes in your category. You do this by issuing various computer orders on your order sheet. Some examples of orders are:

Build: This order can be used to construct roads, bridges and irrigation, dependent on your supplies and money.

Go: This order is used to move your tribe or an expedition force. You can head in either any of the four major points of the compass and you also get the option to cross or follow seas and rivers, as well as move in an aggressive mode.

Pursue: You may wish to chase an army controlled by another player. By issuing this order your troops will chase after another army until they have caught up with them or cannot pursue them any longer due to various reasons, like fatigue or impassable terrain for example.

The combat system is very realistic. You don't get any of the usual "You run into an army so you engage them in battle" here!! A battle may only result when forces belonging to different players end in the same square and each player has indicated the desire to fight.

Players will be told if and who they are fighting. If involved in a battle you will be sent a battle set-up form to complete and submit with your next turn. This is treated as the first action of your next orders.

This means, that like real war, you plan the coming action without knowing the result of the battle. When you enter a battle situation you have quite a few orders to choose from, which include retreating before the battle to all out pursuit.

Your troops can be anything from the common Velite or Archer to the tactical and well equipped Legionaire.

The main reason why the combat system is so realistic is because fighting battles only occurs when you've declared a tribe your enemy and NOT just when you run into them.

There is a system in the game that gives you the chance to declare whether the tribe you have run into is either an offensive ally, defensive ally, Neutral or enemy. You must negotiate with each player to decide which is which.

All players are deemed neutral to each other at the start of the game, until specified otherwise.

Aegyptus is not an open ended game. When a certain number of settlements are reached and controlled the game will end and the winners will be announced.

One winner will be judged for each level of political organisation. Victory is judged on various factors, the size and quality of armies, economic assets and holdings, to name but a few.

Wayne's verdict

N.A.B. Software has taken a brave gamble importing *Ageyptus*

in from the USA, where it is a smash hit PBM game. They have been running quality PBM's in the UK since 1985 and *Ageyptus* is their biggest commercial release to date. Each game can accommodate up to 150 players and the world is mapped over 100 by 100 squares.

There are other points of the game that I haven't the space to comment upon in depth, but you can get involved in naval combat, encounter sea monsters, harvest food, mine, create weapons and lumber forest.

The game is undoubtedly a good one, it oozes quality and style. It presents a comprehensive portrait of ancient times.

The rule book, which is well produced and nicely set takes you through the game step by step. I also like the concept of this game. It is a social/economic/financial strategy based game, with the warfare option included if you need it.

It is not a "hack and slash" basic wargame. A lot of time, effort and pre-planning has to go into issuing your orders. You also have to contact a lot of other players to ensure that you enjoy the game to the full.

I would not recommend this game to a novice or beginner as they would find it too difficult. However, if you have played a few PBMs and are looking for a new challenge, then give it a try. It is easy to lead an army into battle, but could you ensure that battle gives you the foundations of an empire? *Ageyptus* gives you that chance to find out.

The price for the rule book and set up package in *Ageyptus* is £7 however the prices for playing vary according to the political power you play. They are, per set of orders: Herding Tribe, £2.00, Farming Tribe £2.50, Nomadic Clan £2.75, City State, £3.00, Nomadic Nation, £3.00, Republic, £3.50, Empire, £4.00.

Hints

● You should compete with only the players who have chosen the same political structure as you.
● Don't antagonise players with different aims: it is a waste of valuable resources.
● Fight battles when you need too and not because you want to. If you go around fighting all the time you won't last very long!!
● Keep in mind that although each turn represents two months real time, it is possible to make a scientific breakthrough which will in game turns bring your nations historical development up by tens or even hundreds of years.
● Contact other players and form alliances. This will help you survive longer in the game.

Wayne's Wonder Offer

If you write to me and enclose the picture of me at the top of the page you will be able to set up for half price and get a FREE turn! Send in your cheques or postal orders for £3.50, made payable to **N.A.B. Software**, and I will pass them on. This offer only stands for this month — so get cracking.

● I have received a lot of requests for the names and addresses of PBM companies that I have mentioned in previous columns, so here goes.

Pangea,
C/O Anvil Games,
74 Aarons Hill,
Godalming,
Surrey,
GU7 2JL

Muskets and Mules,
C/O Historical Engineering (UK),
The Stable,
The Temple,
Great Wilberham,
Cambridge,
CB1 5JF

Further into Fantasy,
C/O The Laboratory,
The Lab,
19 Colbourne St,
Swindon,
Wilts,
SN1 2EQ

AE's,
C/O Legend Inc,
38 Overton Drive,
Chadwell Heath,
Romford,
Essex,
RM6 4EA

Kings of Steel,
C/O Sloth Enterprises,
P.O. Box 82,
Southampton,
SO9 7FG

It's A Crime,
C/O KJC Games,
PO Box 11,
Clevelys,
Blackpool,
Lancs FY5 2UL

Shattered Worlds,
C/O Jade Games,
P.O. Box 54,
Southsea,
PO4 0NA

● I have also been inundated with letters from players all over the world who have complained that my system of allowing the first ten players who write in to win a prize is unfair on players who live abroad, as they receive their copies of C+VG later than all the British readers and also the post takes a longer period of time to get to Priory Court if sent from abroad.

Well the foreign readers will be relieved to know that I agree with them, and from this issue onwards the people who win prizes in my competitions will be the first ten people drawn out of the hat when all the entries have been received. O.K.?

● **Brian Stewart** of Bethnal Green, London writes in and asks what sort of things PBM games cover. Well Brian, you can play almost anything by mail!!

Apart from the very popular, single character fantasy role- playing games and computer moderated wargames which I have already covered in other issues, there are also the following types of games:

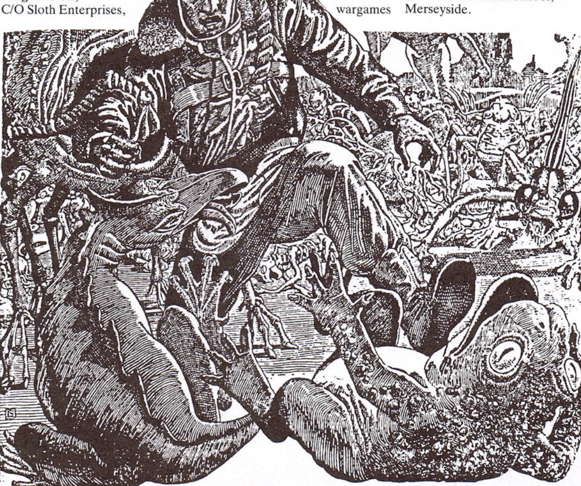
Financial/strategy/economic games: Here you have to try and either run a country or a nation by either warfare or economic means. You have to make your nation produce certain goods and items as well as keep the workers happy by paying their wages and feeding them.

Sporting games: I know of postal games for American Football, Soccer, Cricket and, believe it or not Boxing!!

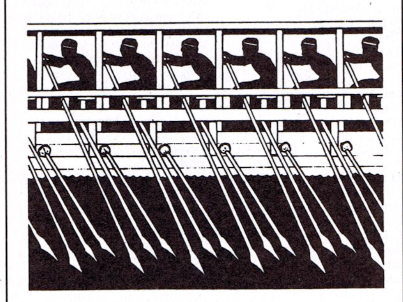
World Domination Games: These games are usually set in the present or slightly in the future and you play a country and the idea is to be the first player to build a nuke and drop it on your neighbout! Economics play an important part, but so does your convetional forces and the other player alliances that you build within the confines of the game.

Unusual games: I know of an attempt to postalise a Colditz based game, where you have to escape from a German P.O.W. camp, an up and running Napolionic postal wargame based on Waterloo, a superhero's postal game, where you can play the equivilent of Batman or Wonder Woman, a PBM where you play a bootlegger in the prohibition era of America and I even know a game where you can play a character out of the sixteenth century and try and alter the future of the nation.

● Finally, I would like to say hello to **Joseph Cummings** and all his friends at Redbank School, Merseyside.



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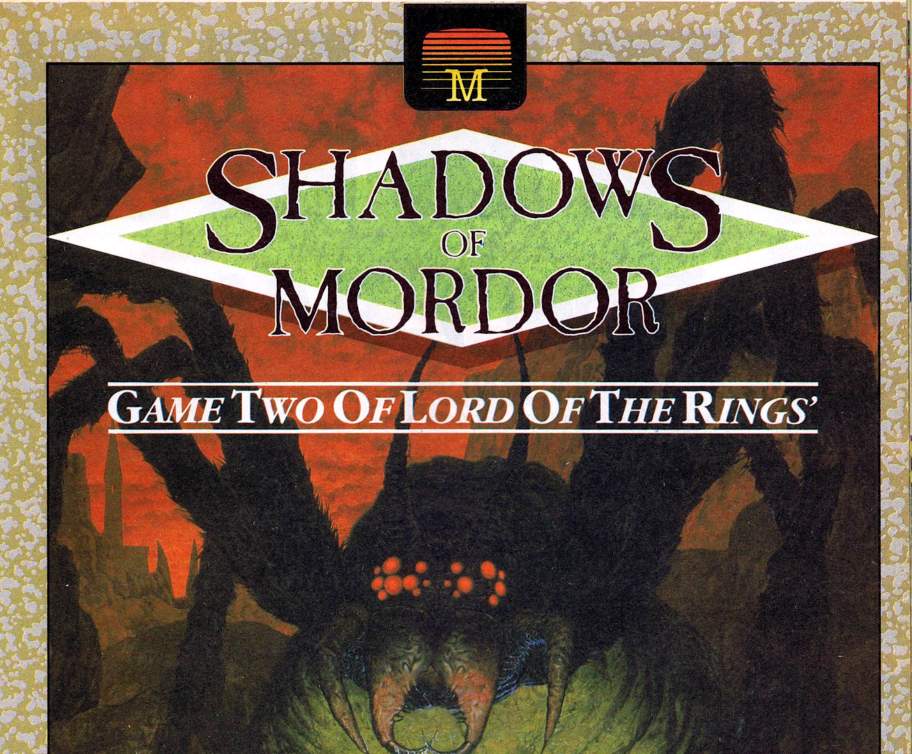
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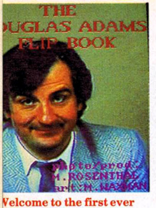
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elcome to the first ever eader interactive nagazine page! Not only an you READ the ncredibly interesting Douglas Adams interview out you can also USE the pictures to create an wesome work of art that will amaze and entertain ou and your friends.

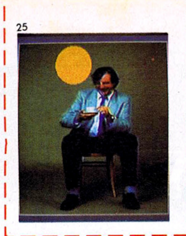
So get your sissors and glue together and prepare o construct the C+VG Douglas Adams flip book! Around the borders of hese pages you'll find lots f numbered pictures of he creator of Hitch-Hiker.

What you have to do is ut them all out, stick each ne on a separate piece of hin card. Once you've lone that, put all the ndividual pictures into numbered order and staple he bottom of the frames ogether.

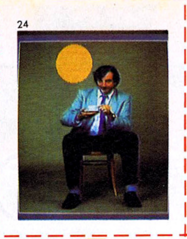
Then you've got your flip book — and you'll have ours of fun watching Douglas Adams drink tea while simply flipping the rames. Simple huh?

Thanks to Marshall M. Rosenthal for the pictures nd the use of his nifty Gen-Lock device which nade it all possible.

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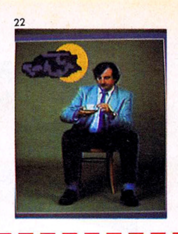
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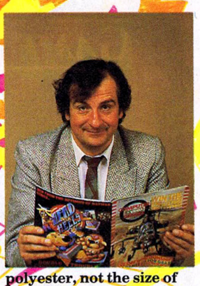


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DON'T PANIC!

THE name DOUGLAS ADAMS should ring a few bells. If it doesn't, try *The Hitch-Hiker's Guide to the Galaxy*. The original book spawned a radio series, which in turn became a TV show, an adventure game and it's soon to be a full-length movie. Mr Adams has been working with Infocom in between cups of tea and here our inter-galactic correspondent MARSHAL M. ROSENTHAL catches up with him to bring you a run-down on BUREAUCRACY. Guaranteed free of red tape . . .







Just about everyone you meet has heard of *The Hitch-Hiker's Guide* and the other books that make up the *Hitch-Hiker* trilogy. But did you know that Douglas Adams also spent time writing *Doctor Who* scripts — a golden period this, with Adams writing and Tom Baker playing the ultimate Doctor — or that he was involved with Lucasfilm's Games Division during the development of *Labyrinth*, the David Bowie movie spin-off.

Hitch-Hiker's Guide has already been transformed into a game — but *Bureaucracy* is Adams' first purpose-written adventure. So you want to know more?

Why not just invite him over, put down some biscuits and tea, and ask? Unfortunately, Adams doesn't seem to be the kind of party animal you can entice with such goodies.

So a phone call is made, and a clever plan is put into effect. Members of *C+VG*'s Stealth Division disguise themselves as Douglas Adams, and hide inside the mirrors of his hidden London flat.

Then, whilst Adams innocently checks his appearance and runs a finger through his hair — WHAM — he becomes the contents of an airmail package heading for New York City.

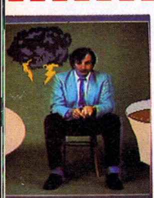
By the way, it's not easy getting a dude who's 6'5" tall bundled up inside of a crate marked TEA — THIS END UP!

You'd expect the creator of Arthur Dent to be kind of a little guy robed in polyester, not the size of Mount Everest.

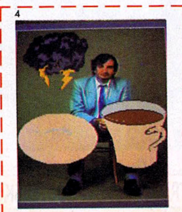
But now he's at our mercy, and must answer all our questions, just like Arthur and Ford Prefect in the Vogon spaceship. We begin the interrogation . . .

C+VG: Douglas Adams didn't just spring to life with the Vogons and Earth's destruction. What type of things were you doing before *Hitch-Hiker's Guide to the Galaxy?*

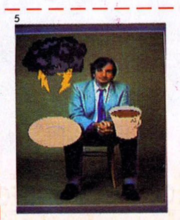
D.A.: That's a timely question, because somebody found for me yesterday (actually last year) two short stories which I had done when I was 12. They were published in a comic called *The Eagle*, which I used to read as a kid. I was even paid some ten shillings for each story. Much later, I was in the Footlights Club at Cambridge, and just missed (by 10 and 15 years



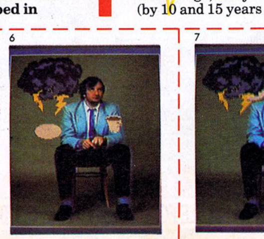
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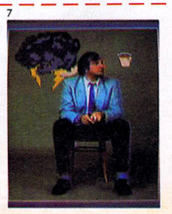
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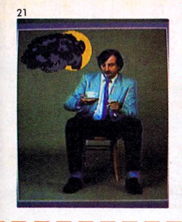


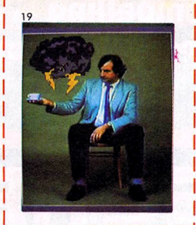
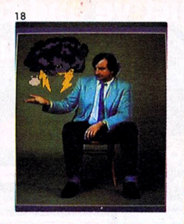
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respectively) John Cleese and Dudley Moore. But I did get a bit involved with *Monty Python* near the end of the series and a few bits of mine did make it on the air.

C+VG: Did you work with any of the *Python* guys?

D.A.: Graham Chapman and I did a pilot for a comedy featuring Ringo Starr, but it never got anywhere. I also helped Graham write some of his autobiography, but mostly I watched him drink a lot of gin.

C+VG: But you did get involved with BBC television, didn't you?

D.A.: Right. It was the 1978 season of *Doctor Who*, with Tom Baker as the Doctor. I did a number of scripts, like *Pirate Planet* and *The City of Death*. I was also the script editor the following year, and ghost-wrote a few more episodes. *Doctor Who* was a lot of fun. I mean, it wasn't super high budget by any means. Rocks would vibrate like jelly — there was just so much you could do with limited resources. Also, there was such a high-shooting schedule that you ended up running as fast as you could just to stay behind. I think that the old black and white episodes worked better because the lighting was so much more interesting. Colour is a lot more destructive than an asset in sci-fi, because television lighting for colour makes everything too bright and baldly realistic.

C+VG: Where do most of your ideas come from?

D.A.: *Hitch-Hiker's* was really my first major thing, so a lifetime of ideas hanging around in the back of my mind wanted out real bad. It's a matter of being open-minded, of knowing what you want to do. At the time, I wanted to write a science-fiction comedy. Some things happen to you that are perfect to add to paper as well.

C+VG: So the famous, or infamous, towel liturgy comes from real life?

D.A.: Yes indeed. I was vacationing with friends in Greece some years back. Every morning they'd have to sit around and wait for me because I couldn't find my blessed towel. It seemed to epitomise my disorganised state of being. I came to feel that someone really together, one who was well organised, would always know where his towel was. I thought of it as a Universal Truth.

C+VG: Did you map out solutions to all the problems Arthur would get into beforehand?

D.A.: Not at all. Writing has to take the writer, as well as the reader, by surprise. When I had Arthur and Ford jettisoned into space, well — that seemed to be the end of it all right there. I racked my brains trying to find a way to rescue them without "with one bound, Jack was free" entering all. Then I remembered a TV show on Judo I had seen. A small man can toss a heavier opponent because he's using the other's weight against him. So here I was with the problem that any solution I used would be highly improbable. So, make improbability the solution, and it leads you on into other things. Thus creating the Infinite Improbability Drive.

C+VG: What did you enjoy most in writing the *Hitch-Hiker* books?

D.A.: Being able to bring together the meeting between the utterly ordinary and mundane, and the utterly extraordinary.

C+VG: Are you going to continue the trilogy?

D.A.: No, absolutely not. I've a new book coming out, *Dirk Gently's Holistic Detection Agency*. Now all those chat show hosts will have to come up with some new questions.

C+VG: Speaking of new works, will we have better luck asking about your new interactive text game, *Bureaucracy*.

D.A.: Definitely. This is an exercise in the assault of red-tape, of small minds and vast horrors. Of being catapulted into appalling adventures and catastrophes. Repetition after repetition after repetition. Insane/inane situations which just get progressively worse the more you try to sort them out.

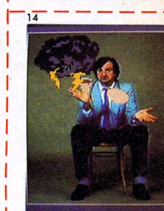
(As if to illustrate the point of meaningless redundancy, everyone dons Douglas Adams' masks. Adams declines, noting that he: "Already has one on.")

C+VG: What happens?

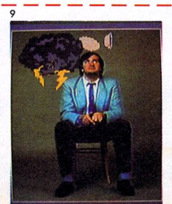
D.A.: Moving day is over. You've just settled into your new house, and will shortly be starting a brand-new job. The company is going to fly you to Paris for a combination training seminar and vacation. It all sounds great, but there's a small hitch in that your bank won't accept the fact that you've moved. What happens next is bureaucracy at its finest. I shan't give too much away, but can you believe that the ultimate objective is to get the bank to acknowledge your change of address?!

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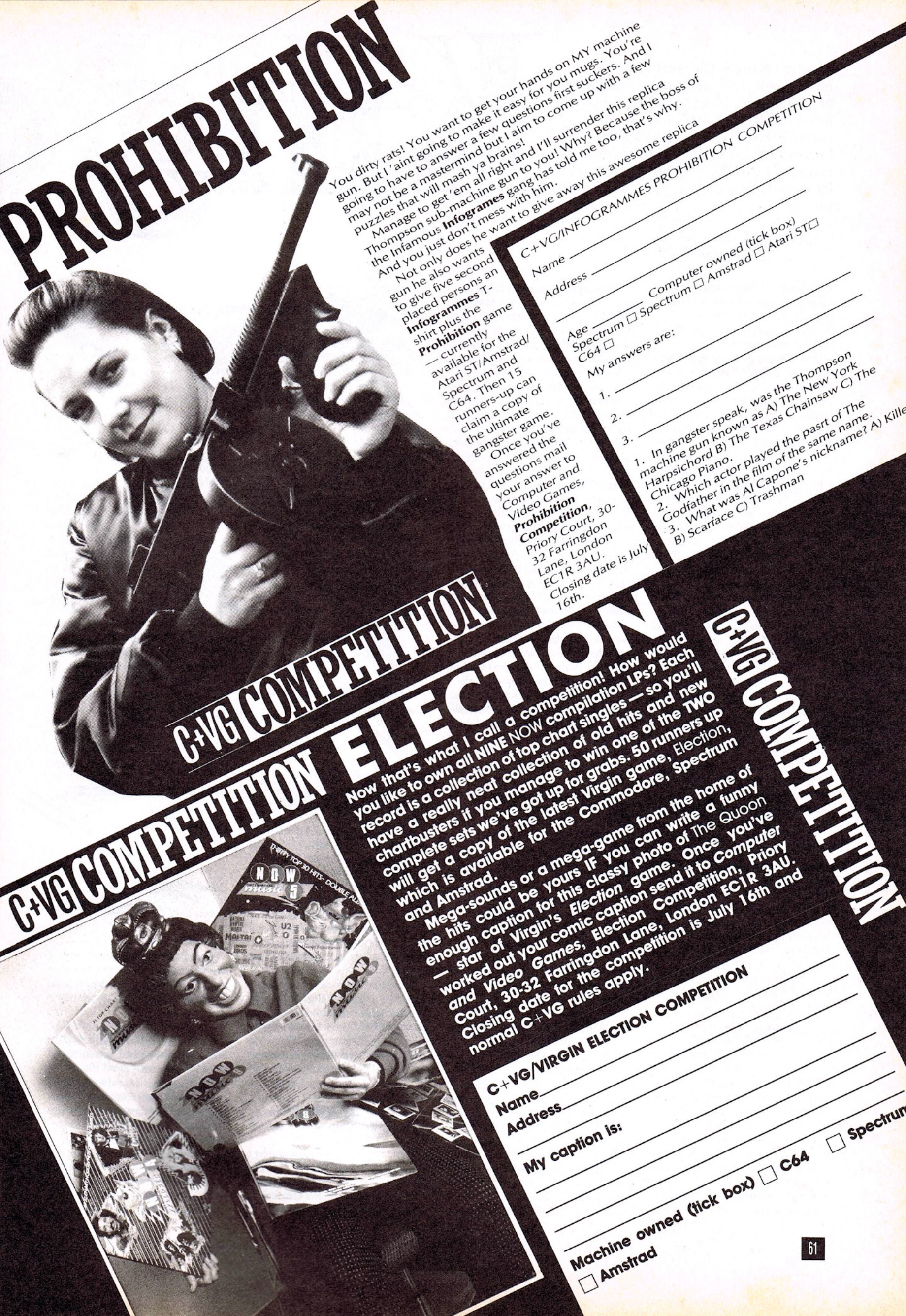
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My answers are:

1. ____
2. ____
3. ____

1. In gangster speak, was the Thompson machine gun known as A) The New York Harpsichord B) The Texas Chainsaw C) The Chicago Piano.
2. Which actor played the pasrt of The Godfather in the film of the same name.
3. What was Al Capone's nickname? A) Kille B) Scarface C) Trashman

C+VG COMPETITION

ELECTION

C+VG COMPETITION

C+VG COMPETITION

Now that's what I call a competition! How would you like to own all NINE NOW compilation LPs? Each record is a collection of top chart singles — so you'll have a really neat collection of old hits and new chartbusters if you manage to win one of the TWO complete sets we've got up for grabs. 50 runners up will get a copy of the latest Virgin game, Election, which is available for the Commodore, Spectrum and Amstrad.

Mega-sounds or a mega-game from the home of the hits could be yours IF you can write a funny enough caption for this classy photo of The Quoon — star of Virgin's *Election* game. Once you've worked out your comic caption send it to *Computer and Video Games*, Election Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is July 16th and normal C+VG rules apply.

C+VG/VIRGIN ELECTION COMPETITION

Name ____

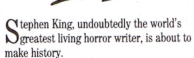
Address ____

My caption is: ____

Machine owned (tick box) ☐ **C64** ☐ **Spectrum** ☐ **Amstrad**



Stephen King is the world's top horror writer. In his latest book, *Eyes of the Dragon*, King has turned his hand to fantasy with instant success. John Gilbert, whose own horror novel, *The Devil's Children,* is due to be published late next year, looks at King's career and his future plans.



Stephen King, undoubtedly the world's greatest living horror writer, is about to make history.

Within the next 14 months he will publish four novels, none of them straight horror, continuing on the incredible path which is taking him away from the gore field and into other areas where critics and new readers are finding that there's more to Stephen King than boogeymen in the closet and giant, goblin-fronted trucks which mow down their hapless drivers.

King, who celebrates his 40th birthday in September, has the loping stance of a bear furthered by a prolific beard, which he cultivates during winter, but countered with kindly disposition and the humour.

He's already published 15 novels under his own name, had films made of eight of those, as well as having his novella *The Mist* turned into an American radio play and home computer game.

He admits that, although more than 200 million copies of his books have been sold worldwide, he would have taken longer to get his first novel published if it hadn't been for his wife, Tabitha, who is also a novelist with a high profile in the US.

In 1972 he started work on short story about a girl with the psychic power to move objects. At that time he was living in a mobile home in Hampden, which is in Maine, New England, and working as a part-time teacher.

He worked himself into depression and began to believe that he'd never make it as a writer — despite the piles of short stories, some of which he'd published, and four novels he had written.

Carrie, half completed, went into the bin but Tabby rescued and read it. She convinced him to complete the manuscript, which grew into a short novel, and submit it to US hardback publisher Doubleday.

It was accepted and King received a royalty of $2,500. He was happy but almost had a seizure when Doubleday announced that the paperback rights had gone to New American Library for a staggering $400,000. King bought his wife a present to celebrate, a hairdryer, and gave up teaching to write full-time.



OUT OF THE CLOSET

When *Carrie* was published King had no intentions of becoming a horror writer. There's a maxim in the writing business that genre books — science fiction, romance and horror — usually sell between 3,000 to 100,000 copies, while mainstream fiction, which contains a little of everything to interest everybody, can sell up to a million copies or more.

King, like other authors, writes about what interests him, but as new novels were published — *'Salem's Lot* and *The Shining* — it became evident, even to his agent, that he was bringing horror out of the closet and making it his own. He swiftly became worried he would be stuck with the genre curse but the critics who were willing to read past the first page of his novels, as well as his fans, saw a depth of character and narrative in his work.

How do you follow the rampant success of a book — not to forget Brian de Palma's film — like *Carrie*?

In 1974 King played around with the idea that a small town, lost amongst the New England countryside, could become prey to a vampire. The townsfolk could just disappear and, like the Marie Celeste, no one would know why. King's agent wasn't enamoured with the idea because it was another horror novel but he started the novel, called *Second Coming*, which when published was retitled *'Salem's Lot.*

When *'Salem's Lot* was published King was already working on his next novel, a book about the Patty Hearst kidnapping called *The House on Value Street* which eventually went on to become called *The Stand.* His plans underwent a dramatic change when he stayed at a rambling hotel, called The Stanley's in a little out of the way place called Estes Park. It was about to shut up after a frantic summer season and everybody was leaving, the hotel was nearly deserted.

The Value Street novel changed course, and a new novel sprang up, its central character a boy with the ability to "shine", a power to see future events, trapped with a psychotic father and ineffective mother in a snow-bound, haunted hotel. King named the novel *The Shine.*

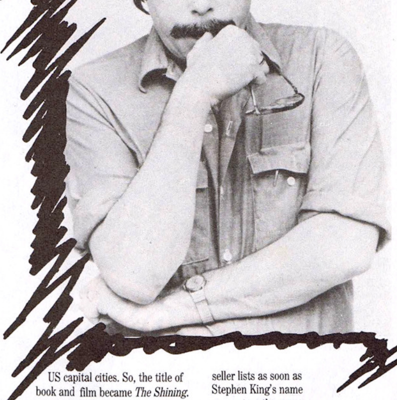


INTO THE FIRE . . .

The movie rights to *The Shine* went before the book was published. Warner Brothers wanted Stanley — *2001* — Kubrick to direct with Jack — *Prizzi's Honour* — Nicholson in the starring role as the failed teacher and drunken, homicidal, father. Everything seemed fine, but Warner's wanted to change the title.

He has already escaped attempts to change the title of the TV mini series based on *'Salem's Lot* to *As Maine Goes, So Goes The Nation*, but he understood the reasoning.

One of the major characters in the book is a black chef called O'Halloran. The film company was worried because *Shine* was a pre-war racial taunt dating back to when black shoe-shine boys worked the streets of

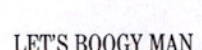


US capital cities. So, the title of book and film became *The Shining.*

During the year in which *The Shining* was published a new author crept into the public eye. Richard Bachman's first novel, called *Rage*, drew little attention from the critics and modest paperback sales. It concerns a college student who wants revenge on life, the universe and the educational system and goes to fatal lengths to get it.

Bachman's books — of which five are still in print — received little publicity but the author made a slip when he published a slim novel called *Thinner*, about a lawyer under a gypsy slimming curse. It received a lot of publicity, it was Richard Bachman's greatest novel yet, and it was his downfall. His publisher, New American Library, announced that he had died of cancer. Shortly after Stephen King, under constant pressure from fans, admitted that Richard Bachman was his pseudonym.

He had adopted the pen name in order to get away from Stephen King who then was expected to write a certain kind of fiction but, despite the lack of horror in four of the books, most of them made the US best seller lists as soon as Stephen King's name was put on the covers.



LET'S BOOGY MAN

While Bachman boiled away King got on with the business of being Mr Best Seller under his own name with a string of books including *The Dead Zone, Cujo* and two short story collections.

He also wrote two massive novels, *The Stand* and *IT*, and collaborated with *Ghost Story* author Peter Straub on a fantasy called *The Talisman.*

The Stand, a sombre and sometimes brutal tale of Armageddon not by nuclear holocaust but by a flu virus called Captain Trips, was the first to see publication.

The original manuscript was cut substantially by the publishers but an uncut version, around 1,000 pages will be published now that some copyright problems have been sorted out with Doubleday, King's first US publisher. The



same lengthy problem has been encountered by movie maker George Romero, a close friend of King's who wants to make *The Stand* into a film.

Several writers have produced long screen plays and even King's attempt would take up a marathon seven hours of film time. Still, author and film maker are still committed to the project so we're likely to see cinematic version of the film before the end of the decade.

The Talisman, written by King and Straub, is slightly longer than *The Stand.*

It centres on a boy's search, in this and a parallel world, for a talisman which will cure his mother of cancer and save the queen of the territories, the other world, from death.

Straub visited King at his mansion in Maine to plan the book. They had come to know each other when King started to write front-cover critiques for Straub's books and both authors realised they used a similar approach, if not style, in their way of seeing the world.

They split the book into chunks. Each wrote a separate section on their word processors. There was no need to meet and discuss each others parts of the manuscript all they had to do was use a modem and send text from one computer to the other over the telephone lines.

King had discovered the new technology on which all his novels are now written. It helps him to churn out at least 1,000 words almost every day of the year.



SUMMER HOLIDAY

King is, figuratively speaking, in the summer of his life and has decided to give his fans a rest. He's worried that they'll get Kingorrhea from the mountains of work he's putting out.

The publication of new books will stop for a few years, but Tabby suggested that he clear his shelves of the titles he has not published and that's why four new King novels will see the light of print before the end of 1987.

The first, *Eyes Of The Dragon* — originally titled *The Napkins* — has just been released. It's a fairy tale, written for his daughter Naomi who — unlike his sons Joe and Owen — hates horror, but includes the same cruel satire that makes King's novels a world, or two, apart from other horror/fantasy works.

Characters include a goodly king who burps and farts his way through dinner before throwing up into the fire in the privacy of his own rooms, and a randy young heir-apparent who's framed for the murder of his father by court magician Flagg, who also appears as the bad guy in *The Stand.*

Later this year *Misery,* King's private vision of the terrors of fanatical readers fandom, sees publication. It's about Paul Sheldon, a writer of romances kidnapped by his "number one fan" who forces him to resurrect her favourite heroine, Misery, whom he killed off in the hope that he could start to do some "serious" writing. The book's close to horror — at one point the crazed ex-nurse fan cuts off one of his feet to stop him from escaping — but it's more a dark comedy than all-out gore.

King's first mass-publication foray into science fiction, *The Tommyknockers,* appears next year. It centres on the old saying "don't touch what you don't understand".

The book starts as a writer unearths a spaceship in his back yard. Nearly everyone who comes into contact with it develops powers which enable them to invent marvellous new inventions but, as with nuclear reactors, there're always snaps waiting around the corner to blow up in your face if you don't fully understand what you've created.



WILD WEST AND MEN IN BLACK

At the time of publication Sphere paperbacks has just picked up the rights to six volumes of King short stores, collectively called *The Dark Tower.* It weaves through a series of inter-connected short stories about Roland the last gunslinger in a Wild West/Fantasy other world where magic is alive and kicking.

Roland's quest is to find and kill the man in black, a sort of magician and fortune teller. Each short story advances his quest and his progress towards the Dark Tower where his destiny will be known.

Although Sphere plans to publish six of these collections, King says that he has 20 already outlined and hints that there could be more. He also has a number of novels which are unlikely to see print, because of there are some things just too gross to publish. Not least among these no hopers is *The Cannibals.* To give just a taster it's about a group of people trapped in a towerblock with only themselves for comfort and food . . .

KING OF THE CREEPS

All of King's novels have been optioned by film companies and most of them have found their way into the British cinema without critical success. King's favourite film is *Cujo,* for which he wrote the screenplay, but, at best he dislikes many of the other productions and at worst loathes them, Stanley Kubrick's *The Shining* is a case in point.

British audiences will be treated to three King films during this summer as well as *Stand By Me,* which is on release now. All of them were in production within the past two years but *Creep Show II* will be released first. It's the sequel to *Creep Show,* a film made up of several story segments in the form of a comic book with a ghoulish master of ceremonies called *The Creep* to take viewers between stories.

King wrote the screen play, George Romero directed and King's young son Joe took a cameo role in the film's first and final sequence.

All the stories in the sequel have been written by King but George Romero wrote the screen play. It includes *The Raft,* a short story from *Skeleton Crew* about a group of teenagers stuck on raft in the middle of a lake and menaced — and eventually killed — by an oil slick monster which floats across the water.

Even the Bachman books are being turned into films. The first, *The Running Man,* will star Arnold Swarzenegger, fresh from his role in the third Conan film, as in a contestant on the ultimate TV games show where to survive against a team of blood-hungry hit men is to win.

King's greatest film project, but one which he'd probably forget, is *Maximum Overdrive.* It's the first film he's directed and written. The plot is taken from *Trucks* a short story in *Night Shift* in which machinery, in particualr an articulated lorry with a goblin's mask front, comes to life and ensalves humans who have to keep their masters fuelled up.

Maximum Overdrive was heavily cut by US censors. It enjoyed a limited test run in a few US cinemas but critics slammed it when it started its main release. King puts the blame partly on himself and partly on the censors who in the US count the number of swear words, sex scenes and gory incidents to fix a certificate.

In the UK the film may fare better because our board of censors only cut excessive violence, gore and sex if it's the slightest bit unnecessary to a plot, and fix certificates depending on the general tone of a film.

King enjoyed his time as director but doesn't want to do it again for a while. In some respects the reason is the same for not wanting to publish anything new for a few years. He doesn't want to wear out his effect on the public.

That doesn't mean that fiction reviewers, film critics and censors can relax. By his own account he'll be in the public eye, in small doses, until he drops, or until the public grows tired of him. So, they'd better watch out . . .

Stephen King fans may want to subscribe to his own newspaper, Castle Rock, run by his secretary, Stephanie Leonard. It offers articles about King and related subjects, information about new books, and short stories by him or other authors. More info from Castle rock, PO Box 8183, Bangor, ME 04401.



CHILLOGRAPHY

THE STEPHEN KING BOOKS

- Carrie, 1974
- 'Salem's Lot, 1975
- The Shining, 1977
- The Stand, 1978
- Night Shift, 1978
- The Dead Zone, 1979
- Firestarter, 1980
- Danse Macabre, 1981
- Cujo, 1981
- Different Seasons, 1982
- Christine, 1983
- Pet Semetary, 1983
- Cycle Of The Werewolf, 1983
- The Talisman, 1984
- Skeleton Crew, 1985
- IT, 1986
- The Eyes Of The Dragon, 1987
- Misery, 1987
- The Tommyknockers, 1988
- The Stand, 1989 (uncut version)

THE BACHMAN BOOKS

- In one volume — Rage, The Long Walk, Road Work, The Running Man — 1986
- Thinner, published separately, 1985

FILMS

- Carrie, United Artists, 1976
- 'Salem's Lot, Warner Brothers, 1979
- The Shining, Warner Brothers, 1980
- Creepshow, Warner Brothers, 1982
- Cujo, Warner Brothers, 1983
- The Dead Zone, Paramount, 1983
- Christine, Columbia, 1983
- Children Of The Corn, New World, 1984
- Firestarter, Universal, 1984
- Cat's Eye, MGM/US, 1984
- Silver Bullet, Paramount, 1985
- Stand By Me, Warner Brothers, 1986
- Creepshow II, Warner Brothers, 1986
- Maximum Overdrive, MGM/UA, 1986
- The Running Man, Warner Brothers, 1987

VIDEO

- Stephen King's Night Shift Collection, Granite Entertainment, 1985

C+VG COMPETITION

GOBOT CHALLENGE

From deep within the vastness of space come the Gobots. Their home is the high-tech, war ravaged planet Gobotron.

Renegade forces commanded by the ruthless Cy-Kill are in constant battle to overthrow the Guardian Gobots and rule the planet.

You've probably already thrilled to the cartoon series of the Gobots. Soon you'll be able to play Reaktor's game *The Challenge of the Gobots* on Amstrad, Spectrum and Commodore 64.

But while you're waiting don't miss out on our great Gobots competition.

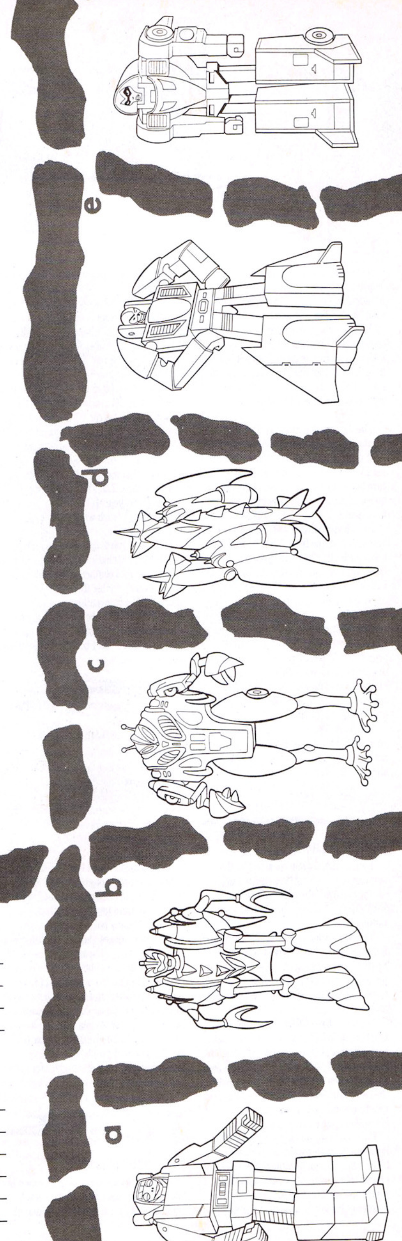
First prize is the whole range of Gobot toys — that's 12 in all (gasp) PLUS a Gobots video Battle of the Rocklands (wow!)

Two runners-up will get a copy of the video (cor!). And that's not all. The next 15 people will get Gobot T-shirts (gosh!).

So how could these goodies be yours? That's easy if you're a keen Gobots fan.

On this page are six Gobot figures. They are Turbo, Scooter, Leader-1, Cy-Kill, Crasher and Copter. But which is which? All you have to do is to identify each Gobot.

Send your answers to Challenge of the Gobots, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The closing date is July 16th and the editor's decision is final. Got it?



CHALLENGE OF THE GOBOTS

Name ______________________

Address ______________________

____

____

Fill in the Gobot's name here.

Gobot A______________________

Gobot B______________________

Gobot C______________________

Gobot D______________________

Gobot E______________________

Gobot F______________________


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ADVENTURE NEWS



● **Marvel Comic** characters will soon be making a return to the computer screen, but this time **Stefan Ufnowski** will be writing the script. **Adventure Soft** plan to release an adventure based on **Captain America**, in time for release at September's PCW Show.

● Hot on the heels of **Bureaucracy**, two more **Infocom** titles will be available during June. **Lurking Horror** is the latest game by **Dave Lebling**, co-author of the **Zork** trilogy, as well as other popular titles such as **Starcross** and **Spellbreaker. Steve "Leather Goddesses" Meretsky** will also make a welcome return, with a sequel to **Planetfall**, entitled **Station Fall**. Meanwhile, with an eye on the competition, no doubt, Infocom are in the process of upgrading their system. Graphics there will not be — yet. "But," explained Dave Lebling, "we will be building in the necessary hooks, so that we can incorporate graphics on the new system at a later stage."

● **US Gold** announces the release of three new titles from **Broderbund. Mindwheel** and **Essex** are joined by a third "Electronic Novel" entitled **Brimstone**, all retailing at £24.99.

● The final conversion of **The Pawn** has been released. Text only, it is for the Spectrum 128, including the Spectrum +2 and +3, and priced at £14.95 on cassette.

● The gentle ladies of **St. Brides** are coming up with a gruesome murder mystery in **Jack the Ripper.** Without the comic touch for which St. Bride's has become famous, **Jack the Ripper** will be a serious adventure, in which your task is to convince the police that you are not he. Written with **Gilsoft**'s new **Professional Adventure Writing System**, the adventure will be available during June for Spectrum, with Commodore and Amstrad versions to follow later in the year.

● Fergus McNeill's new company, Abstract Concepts (exclusively forecast in C+VG last year) has set up an office in Southampton, and will produce the more serious type of adventure, leaving the spoofs under the Delta 4 label. The first of these will be **The Enchantress**, and in a recent deal, all products after this one will be published by Activision.

Judith Childs has left the fold, but Colin Bucket and Jason Somerville remain in Fergus' youthful and successful team.

● The BBC adventure **Village Of Lost Soul**, released by Magus, never achieved its full market potential, says Robico Software. In a deal with Glen McCauley and Martin Moore, who wrote and programmed the adventure, Robico will re-release it in a new updated format, restyled to fit in with the current Robico range. The game will be retitled **Realm Of Chaos**, and two more to make up a trilogy are planned, and the first is already under way.

The adventures will be available for BBC and Electron, with Amstrad and Atari versions planned.

Let's hope Robico will follow this with Glen and Martin's comedy adventures, which were written mainly for fun, and never published. Glen and Martin, both professional mainframe programmers from Worthing, have a wicked sense of humour, and have produced a couple of really painfully funny adventures. Having played these in depth 'in my own time' as it were, I can promise a rave review in advance! Take note, Robico!

MAIL

● I have often played adventures and I think they are real fun. The best thing about them is the way adventuring teases your mind, breaks it into pieces, and squeezes your brains. If you succeed in solving a problem you feel great — a sort of sweet pleasure like when you have passed an exam.

If you find a solution printed in C+VG's pages your fun is spoiled. If one can't beat an adventure or can't crack a problem, leave it for some time (usually half an hour) and then return to tackle it with renewed energy.

Change you mind, Keith. We trust you. An adventurer who writes to you asking for a complete solution is not a true adventurer.

Marco Andreoli,
Turin

Keith's reply: That's all right if you're clever or tuned-in enough to complete the game!

● **The Fiend** is gradually taking over C+VG! Although I feel we need someone a bit unorthodox to write for the magazine, I feel he is getting a bit too much space to air his views.

I am certain that he is a member of the C+VG staff — remember the Rebecca Corwell incident?

William Hern,
Inverurie

Keith's reply: I can see you are a reader of long standing, William! You obviously read the second C+VG yearbook! But the Fiend is NOT one of the staff.

● I just finished reading the February issue of C+VG, and I have a major bone to pick with you concerning your review of *Bard's Tale*. It's bad enough that it took you guys a year to finally review it, but when you finally did, you gave it such a bad review.

When I turned the page and saw the review I thought "Wow, they finally reviewed it!" And then I read the review. I can't put into words the shock, the anger, and the rage! My friends also could not believe your review. *The Bard's Tale* is the best game I ever played. It has atmosphere, style, class, and some not bad graphics.

I'll go down on my hands and knees if that's what it will take to make you rewrite your review or at least make some type of apology in your magazine to all those fans out there! I can think of twenty people off hand who are already planning your assassination.

Brent Kyle,
Canada.

Keith's reply: There is little point in reviewing a game in C+VG until it is released, or about to be released in the UK, Brent, even assuming we have a copy! *Bard's Tale* was obviously released a lot later here than in Canada.

ADVENTURE HELPLINE



"Did you know that if you kick the Princess with the spiky boots in The Pawn, you can remove her dress?" asks **Iain Clement** of Basingstoke.

What a concept, as another well-known make of adventure might have replied. What a naughty adventurer you are, Iain! I always thought that Princesses were resuced for reasons of chivalry, not lechery!

But wait! I do Iain an injustice! He only took the dress off, it seems, so that he could try to wear it himself — a task he spectacularly failed to do! Those Leather Goddesses certainly started something!

The **Myorem** problem mentioned by **Huw Howells** has been answered by **Mike Thomas** of Caerphilly. But to print it would require a complete page!

Basically, what you have to do is to get a drum, climb it and a creeper to get a twig, which is inserted in a can.

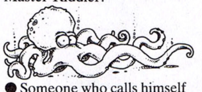
Then the hole can be blocked with the can, after which you should get a bag and wear it, block the hole with the lid, climb the creeper, cut the creeper with the can, and keep swinging until it is safe to jump . . . Well, that should put you on the right track.

Mike reckons the game that passes **The Fiend**'s stringent cirteria, is **The Pawn**. Wrong Mike! **The Fiend** only has a 48K Spectrum, as far as I know, and has yet to pit himself against *The Pawn.*

I daren't mention the game by name, for fear of fiendish reprisals, but within the range of games to which he has access, I tend to agree with him. It is a very much under-played game, that generally got good reviews but not such good sales.

And it was the subject of a special C+VG feature a year ago.

After The Fiend comes — **The Riddler**! "I'm the master of all riddles," he writes. "Take heed! I've written because of your feeble riddles for clues. Do you think you're good? Well, even The Fiend won't catch me!" We'll see, Master Riddler!



● Someone who calls himself **The Mole,** — (*doesn't anyone have proper names anymore? Ed*) has solved the courtyard problem in **Dracula** (see clues) but is himself stuck for need of a shaving mirror. Every time he shaves he cuts himself. I do the same even with a mirror, but that's because I'm so sharp!

Dracula loses no time to pounce on him. Try polishing the tray, or tunnelling one, or failing that, grow a beard!

A nice adventure, **The Sandman Cometh** was written by **Mike Turner** and his team from **Star Dreams**, who have had a number of listings printed in C+VG. It's a pity that *Sandman* didn't take off in the way that it deserved. Still, here at least is one player of the game. Andrew Edney has the three globes in part one of the 007 section, and doesn't know what to do next. Is there another player who does?

Who can help **Stephen Grandison** in **Sidney Affair**? Stephen cannot progress beyond interviewing the caretaker, detective, solicitor, and Hubert Delroche.

What use is a police uniform, if you get arrested for wearing it? That is the problem troubling **Richard Hughes** of Taunton, who is playing **Bugsy**.

M. Lambert of Bradford is having a problem with **Necris Dome**. Whatever he types in it replies "You can't." Mr Lambert says he read my review. Well, Mr Lambert — you can't say you weren't warned!

Suddenly everyone is playing **Terror Of Trantoss**, the adventure written by **Ram Jam**, released by Ariolasoft. After months of silence, one of our first letters about the game comes from **Mike Pulpher**. He cannot get past the portcullis, or open the crystal lid.

Meanwhile, **Steve Carison** has been stuck in the same game for six months! After trying for so long, he decided the time had come to write to the **Helpline.**

Just your lick, Steve, that there seems to be not one single clue for *Trantoss* in our files!

So who can remedy that, and help Steve in the process?

Steve, who lives in South Shields, needs to know the meaning of the runes at the gates of Ganneth, and those on the staff.

If you think six months is a long time to keep nagging at a problem with no success, how about **Oscar Levcovich**, from Denmark?

He has been stuck at the beginning of Gilsoft's **Mindbender** for TWO years!

Oscar is still languishing in the cell — the only way out he can find is down, whereupon he falls screaming into cold salt water.



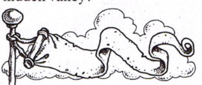
Does anybody want a free copy of **Dodgy Geezers**? Don't all rush, **Mike Thomas** is only bluffing in making the offer! He is sulking because he is stuck on the bank roof in part two, with an "incredibly helpful gang who are as talkative as a pair of lamposts"!

"Just how can I enter the bank, and who are the correct members to recruit to the gang?" asks Mike.

Finally, a few quickies. Still on *Dodgy Geezers,* "What do you do after Tweedle follows you?" asks Jeremy Hollow, of Steyning.

A hoary old BBC adventure re-surfaces, and surprisingly, the clue is not on the database. Who can tell M. Wilson where to find the Sphinx in **Sphinx**?

And **Roy Lea** of Reading, is stuck in another BBC oldie, **Gateway To Karos**. Who can help him on his way out of the hidden valley?



● With recent re-releases **Scott Adams** adventures are getting a new lease of life in the Helpline mail.

Although in comparison with today's adventures, the text content is miniscule, they are still delighting adventurers with their baffling problems and atmospheric plots.

And they are well remembered by Andrew Bethell, an adventure player and C+VG reader since our first issue back in October 1981.

"Despite Scott Adams' games having a total lack of location descriptions and a parser that wouldn't look out of place on a ZX80, there is something so atmospheric about those games . . . Or maybe nostalgic?" muses Andrew.

Neil Talbott of Bromsgrove, disagrees. "I'm sorry, but I

PROBLEMS? THEN WRITE TO KEITH CAMPBELL, COMPUTER+VIDEO GAMES, ADVENTURE HELPLINE,

ADVENTURE CLUES

● Help comes this month from: **M. Blackery**, Basildon; **The Mole**, West Bromwich; **Andrew Griffiths**, Kineton; **Chris Abbott**, Beeston; **Sigurdur Olafsson**, Reykjavik; **Huw Howells**, Llandiloes; **Paul Gilbert**, Nottingham; **Sean Allan**, Hoghton-le-Spring; **Paul & Glenn Gibney**, Carrickfergus.

MORDON'S QUEST: Spiderman would enjoy a read if you would like a spray.
TRINITY: Inside a bubble there is air. A Japanese spade will open a crypt.
LEATHER GODDESSES OF PHOBOS: Trent is lighter than you, and needs less support.
ADVENTURE QUEST: Open the winbag to blow away the Djinn.
ZORK 2: Keep the robot nearby when you go for the red sphere.
PROJECT THESIUS: To open sliding doors, wait in the alcove until someone does it and shows you how.
SINBAD: Don't kill the Roc — just don't carry metal objects at the lodestone mountain.
REBEL PLANET: Try the cover in the visi-phone booth!
SPYTREK: Keep giving the tramp cash until you get something in return. Ask the cab driver for the tower.
KAYLETH: High pitched noises will de-zemp the area.
CASTLE OF TERROR: To REALLY kill Dracula, attack him with the spear. This will ensure that the stake, when made, will kill him.
DRACULA: In the courtyard climb the stairs and feel the bat's mouth for the doorbell. When you see Renfield, climb the tree and drop the net. Wave the cross to dispose of the vampires.
ROBIN OF SHERLOCK: Forget about freeing Hurn. Go downstairs and say to Lestrade: "Moriarty swapped Hurn".
COLOUR OF MAGIC: Do nothing when the gods are playing. To pass the troll, in part one you should have given the cat a saucer of milk, the beggar a coin, and not given a coin to Cripple Wa.
HOLLYWOOD HIJINX: Make a connection between the statuettes and the wall safe.
CAUSES OF CHAOS: Pour salt on the steps.

don't like any of the adventures of his I've sampled."

These Neil lists as **Adventureland**, and the three **Questprobes**. "Chiggers indeed!" says Neil.

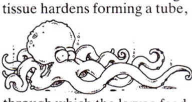
Are you suggesting that chiggers are a fiction, Neil? It may come as a surprise to both past and present players of *Adventureland*, that Chiggers do indeed exist!

The *Encyclopaedia Britannica* has full details. Otherwise known as the Scrub Mite, Harvest Mite, or Bete Rouge, the chigger ranges in length from 0.1 to 16 mm. The common chigger that attacks man occurs from the Atlantic Coast to the Midwest, and south to Mexico.



The tiny larvae penetrate clothing, and when on the surface of the skin, they attach themselves to it, and inject a fluid that digests tissue.

This causes intense itching, and can give rise to dermatitus. The surrounding tissue hardens forming a tube,



through which the larvae feed.

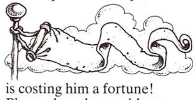
They then drop to the ground, and shed their skin, to become nymph, then adult. However, mud is not listed as an antidote!

Ariolasoft failed to include the map with their UK release of **Bard's Tale**, says **Sanjay Maharaj** of Finchley.

"Unfortunately the game becomes totally unplayable without it, as it contains information vital to the game, including where the healers are located." Black mark, Ariolasoft.

But help, as usual, is at hand. David Ovens, who kindly offered to supply maps for *Zork 1* and *2*, recently, can now offer one for *Zork 3*. But more importantly, for those players deprived of their map by Ariolasoft, Dave also has two maps for *Bard's Tale* — one for ground level, and one for below ground.

Dave has been inundated with requests for maps, and it



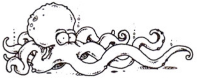
is costing him a fortune! Please, he asks, could you enclose 30p per map as well as a stamped addressed envelope? This will cover his photocopying costs.

Who has played an adventure called **ARENA**? Announcing it in an advert in January's C+VG, **Vonsoft**, the publishers, offered a prize of "up to £60,000" for the first answer to a single question on the gameplay. Now just what does "up to £60,000" mean? 15p or £59,000.99?

Heinz Schulte of Oerel in West Germany sent off for the game, and duly received his Spectrum copy. But after three months of playing it, he has become totally frustrated. The game arrived with no instructions whatsoever. There was no game description, no little booklet of background information, nothing but the prize question.

Heinz wrote to Vonsoft to point out that even the £25,000 prize game **Eureka** had full playing instructions, and could they send him some, please, for *ARENA*?

The game, claims Heinz, is almost impossible to play without information on valid commands, abbreviations, SAVE and LOAD instructions etc.



I cannot help, as Vonsoft didn't think fit to send me a review copy. And in EIGHT weeks, Vonsoft have not stirred themselves to reply to Heinz's letter.

Come on Vonsoft — get on with it! Support your customers like any other self-respecting adventure house! I shall be keeping a close eye on *ARENA* and its prize money.

I like nothing less than a prize game turning into a non-event. Meanwhile let me know if you hear anything relevant, or can help Heinz to play his game.



ADVENTURE 1 REVIEWS

THE BIG SLEAZE

- ▶ SUPPLIER: PIRHANA SOFTWARE/DELTA 4
- ▶ MACHINE: SPECTRUM, COMMODORE 64/128, AMSTRAD CPC
- ▶ PRICE: £9.95
- ▶ REVIEWER: KEITH

Hot on the heels of CRL's *Murder Off Miami*, comes another American detective adventure from Fergus McNeill, this time published by Pirhana. And the two games could hardly be more different. Fergus stresses that this one is a Delta 4 product, whereas *Miami* wasn't, although what that means in practice is probably only of interest to the taxman!

Regardless of that, it can safely be said that Fergus is back on form, with this parody of the great American Private Eye, or Private Dick, as he is referred to (of course!) in the adventure. Slummy office full of dog ends, containing trendy Private Dick's mac hanging on coatstand, and a rather strange safe.

As you are contemplating your new surroundings, SHE arrives at the office, casts a shapely silhouette on the frosted glass panel of the office door, and kicks it in. Her father has made good to the tune of a million, but has failed to turn up to a celebratory reunion at Joe's Diner.

She'd waited a fortnight, but no sign of Dad. Is there foul play behind it? Of course you'll take the case.

With no more ado you set off in your old heap of a car. Babies cry, interest rates fluctuate, Clive Sinclair launches a non-standard Maltese Falcon, and you get blown to bits. That'll teach you to examine everything carefully!

Never mind, you DID make a ram save, didn't you? The obvious place to head is Joe's Diner, to pick up the trail. After a little difficulty with a wire mesh, you get your first real lead, amidst the grease and grime of this dubious establishment.

Now it's off again in the car, and behind a pink door you meet Ben, and find another clue. But what about the rendezvous you were supposed to keep? And so on . . .

The Big Sleaze is a Quilled adventure, and in true Fergus style, there is plenty of humorous text.

I found that the jokes stand up better than in anything he has done before, and the narrative suits the subject well. It rather put me in mind of a fictional 'eye' I used to read — Glenn Bowman was his name, Hartley Howard his author.

There are a few graphics, fast and not too boring, and you get the choice of saving to tape, disk, or ram. The game comes in three parts, on cassette.

Detective stories are a natural for the adventure format, and adventure players should be well suited to solving them. Every adventurer has (or should have) a keen eye for spotting clues and making deductions — it's all part of the game.

Here is a game that is not too difficult, the vocabulary is less fussy than any other Delta 4 adventure, and I rate it as Fergus' best to date. If you enjoy a bit of sleuthing American style, then do it with a smile on your face, with *The Big Sleaze*.

▶ VOCABULARY	8
▶ ATMOSPHERE	8
▶ PERSONAL	8
▶ VALUE	8



MELBOURNE HOUSE

AVAILABLE FOR: SPECTRUM £7.95 — CBM CASSETTE £8.95 — CBM DISK £14.95



2 REVIEWS

BUREAUCRACY

- MACHINE: INFOCOM/ ACTIVISION
- SUPPLIER: ATARI ST, AMIGA, COMMODORE 128, APPLE II SERIES, APPLE MACINTOSH, AMSTRAD PCW, IBM/MS DOS
- PRICE: £34.99
- REVIEWER: KEITH

Unfortunately, there's a radio connected to my brain.

You could not expect anything other than something completely zany from Douglas Adams, although word is that his original story has been substantially modified in this, the latest Infocom adventure.

It appears you have just moved house and changed jobs. Unfortunately, the removal firm has hit a snag, and been unable to deliver your furniture to the new address — but not to worry, you are about to visit Paris for a fortnight. All expenses are paid by The Happitec Corporation, for they are sending you on a training course.

All you have to do is to take their letter to the travel agent to collect your airline ticket, pick up the $75 cheque they have mailed to your address, and head for the airport. One thing at least, is in your favour — listed in your address book is the phone number of Getlost Airport Cab. Now where's that cheque?

Outside, your mailbox has a leaflet in it. It's all about what wonderful graphics adventures in blue boxes have. Yes, Infocom are having a go at Magnetic Scrolls!

Scoring is by increments of a single point, out of 21, but it is also necessary to keep a watch on your blood pressure.

Bureaucracy tends to have the effect of raising it, and perhaps this game is a warning to the world against letting jumped up clerks get in a position of authority for which they are neither qualified, nor have the intelligence to handle.

With the $75 you were promised having failed to arrive, and your credit cards either expired, or had their limit exceeded, money becomes quite a problem. You have the airline ticket, but how will you pay for the cab?

There is plenty of text, born out by the fact that although the game isn't written in Infocom's large Interactive Fiction Plus system, the game is only available for the Plus range of machines — those with at least 128k of memory. Although a very funny game, occasionally the humour is overdone with too much text, to the extent of becoming a little childish.

On the whole, though, that is worth putting up with for the good bits, which account for most of the game.

But £34.99 seems helluva price to pay. £10 less would be a lot more reasonable — so if you are a potential purchaser, watch out for clubs and mail-order firms offering discounts.

"Look mister, I ain't got all day. Unfortunately, there's a radio connected to my brain. What d'ya say to THAT?"

VOCABULARY	9
ATMOSPHERE	9
PERSONAL	9
VALUE	7

GOLDEN MASK

- MACHINE: SPECTRUM 48K
- SUPPLIER: COMPASS SOFTWARE
- PRICE: £2.50/MAIL ORDER ONLY
- REVIEWER: STEVE

The story begins once more in the lands of Dral, where you have returned after defeating the evil Lord Drakon. Reunited with Wise the Owl, you listen intently as the old owl tells all of what has happened during your absence. At first you are overjoyed upon hearing that your companion Stodge the dwarf is not dead, as at first you feared, by the hands of Drakon.

It was soon apparent that many unsavoury things had happened during my absence. My first move in the game led me to a fire with the smouldering body of a demon on top of it. However this was no bad thing as quick examination revealed a demon mask which would serve me well during the forthcoming adventure.

Making my way to a cave nearby I happened once more to be stopped in my tracks by a statue which moved and blocked my way. A quick read of the strange symbols on this animated piece of stone soon revealed a word I remembered from my first encounter, and all was revealed. Once through the caves, a quick spot of DIY on a boat, and I was sailing across a lake and found myself beside a deserted church. Here was the first of many encounters where the demon mask would prove useful.

An argument with a giant left me feeling a little awful by having to give away a friend as the main course for this carnivorous monster, until the obvious struck me in the thrill of the chase.

Although the *Golden Mask* is a "Quilled" graphics adventure, the author John Lemmon, has somehow managed to surpass even the quality of *Demon from the Darkside* with this one. In fact the only thing which prevented me awarding it a personal rating of 10, was the irritating way some descriptions were erased from the screen before I had half a chance to read them. Apart from that, *The Golden Mask* is an excellent adventure and well worth digging into your pockets for.

VOCABULARY	7
ATMOSPHERE	9
PERSONAL	8
VALUE	10

'THING' BOUNCES BACK

TEST DRIVE A THING TODAY!

Quartz Halogen 'Pop-Up' headlights just like a Porsche 924.

Audible warning device pressing results in a 'boing, boing, boing' noise.

Extra large flappy cheeks, watch out for tweaking grandads.

Trendy designer cut off T-Shirt (causes nasty draught round your coils).

Stupid grin, take a quick look in the mirror when playing this game. See what we mean?

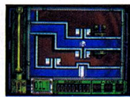
Leather boinging gloves for a sure fire grip on that joystick.

All round independent coil spring suspension guaranteed for over 100,000 boings.

Size 14 racing tread flippers for inflight stability and a sure-footed landing.









Gremlin's springiest star is set to bounce straight back into a new adventure.

Following his world saving exploits against the evil toy goblin and his monstrous toys, Thing's enjoyed his much needed recuperation, oiled his spring and is now raring to go. What next?... he must finish the job properly and halt the factory computer auto producing these hideous toys.

But as superfit as he is and fast as he can move there's danger hidden around every bend... goblins lurking to drain his oil, water rushing to bowl him over, iron chickens fielding dastardly deadly eggs.





A quick hand and dogged determination are needed if you're to get anywhere with Thing in his latest escapade.

Fast and furious action is the order of the day and a good sense of direction would be helpful to guide Thing round such a complex location.

Available on

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DRIVE YOURSELF ROUND THE BEND WITH THING

GREMLIN GRAPHICS SOFTWARE LTD



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Rock On

Hey! Wayne Bootleg here again, loud and proud and ready to rock. The response to my first music page in May was heavy. And I mean HEAVY. There's also another great competition. Ready? Let's rock.

UNSTOPPABLE FORCE
▶ ARTIST: AGENT STEEL
▶ LABEL: MUSIC FOR NATIONS (MFN 66)

● When I heard this band's first album *Skeptic's Apocalypse* in 1985, I rated them as one of the up and coming metal bands. Well, it's taken quite a while for them to release their second album thanks to various legal problems with their old American label. But with all that behind they have finally delivered the goods!

With this album they have found the right balance between speed and heavy metal. Fast and furious, with masses of guitar solos from both of the band's guitarists, Juan Garcia and Bernie Versye, make the album a great wall of noise.

What makes this album for me are John Cyriss's vocals. He has a voice similar to Gillan's, but with the depth of Coverdale's and the soul of Dio's. He sings, shouts and screams his way through this album with a pleasing clarity. To sum up — good voice and, growling guitars make a great album.

LICENCE TO ILL
▶ ARTIST: BEASTIE BOYS
▶ LABEL: CBS (450062 4)

● With out a doubt this is my album of the year already! If *Agent Steel* have mixed speed and heavy metal, the *Beastie Boys* have mixed all that with rap, dub, hip hop and body poppin' and come out with a wild sound which will blow your mind. You can't put a label to the sound as there isn't one in existance and if there was it wouldn't fit.

You have to hear it to believe it. I am well versed in most forms of music, but honestly I have never — ever — heard anything like this.

They have a raw, rough sound which gives your speakers a hard time! They break almost every recording principle in the book and it works.

You all must have heard the single *Fight for the Right* and seen the great video. Well believe me the album's even better.

The lyrics! Well these are a bit near the knuckle to say the least. If you really listen you will hear words and other sounds that are tucked away in the record that the record company couldn't have listened to. The songs are all about schools, girls, parties and adolesent life in general. They really know how to put this all over with feeling.

The three guys in the group, namely Ad-Rock, MOA and Mike D all lend a hand on the "vocals", which are rapped out in style over waves upon waves of wailing lead guitar and thumping, booming bass.

These guys are flash, arrogant, warped, twisted, wild and wacky and I think they are great.

This is the original album that your mother wouldn't like. If you can only afford to buy one album this year, make it this one.

SCREAMS IN THE NIGHT
▶ ARTIST: HELLION
▶ LABEL: MUSIC FOR NATIONS (MFN 73)

● I tried to like this album. I really did. I mean, lead singer Ann Boleyn has had a hard time. She formed the band in 1982 in a so-called haunted house where she lived.

The neighbours organised a petition and forced her and the band to move out of the area. Then a managment deal with Ronnie Dio fell through and the band split up.

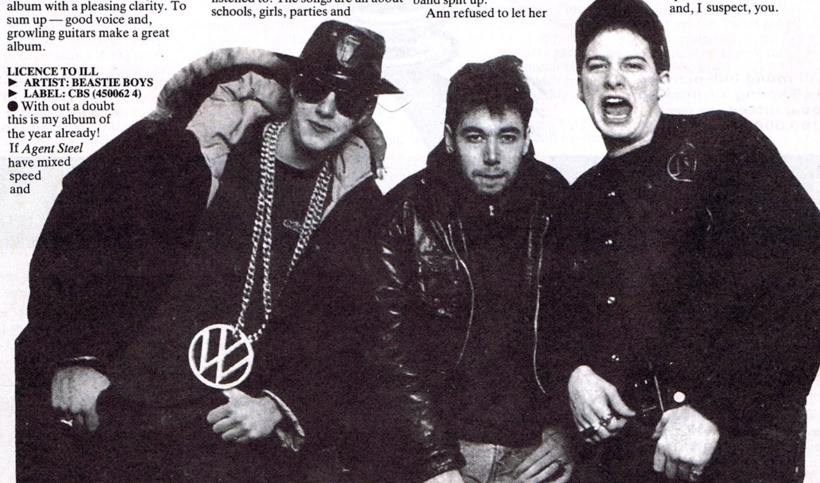
Ann refused to let her dream die and fought to put a new band together. This she did and after a highly successful tour they received recording offers from labels and producers. Ann finally chose Mikey Davies to produce this album and he has a pedigree that can boast the likes of producing the likes of Ted Nugent and *Kiss*.

So there you have the sad story of Ann Boleyn and *Hellicon*. I would like to say the album is great, but the fact is that they are just another run of the mill rock and roll band.

They give 110% effort, but I'm afraid it just doesn't click. Ann never gives her vocals a real chance. Half the time she ends up sounding like a watered down version of her ex-promoter, Ronnie Dio.

The rest of the band are quite competent, but the songs are musically shallow and the lyrics are, at times, downright over the top, even by heavy metal standards.

I'm afraid they will have to produce better quality stuff than this middle of the road drivel to impress the likes of me and, I suspect, you.



WILD FRONTIER
▶ **ARTIST: GARY MOORE**
▶ **LABEL: TEN RECORDS (CDIX 56)**

● As we all known **Gary Moore** was a great friend of the late Phil Lynott and played for various periods of time with *Thin Lizzy*. Gary has dedicated this whole album to Phil and it shows.

Nearly all the songs are really Lynott/Lizzy orientated and half the time I found myself imagining what they would be like if Phil was alive to sing them now, as they would have suited his vocal style to a tee.

Of course, the music is of the highest quality, with Gary pulling out all the stops with his guitar style and singing.

If I have one gripe about this album it is a small one. I would have rather seen a couple of new tracks added to the album instead of having BOTH seven and 12-inch versions of *Over the Hills and Far Away* and *Wild Frontier*. A dynamic album and a great tribute to a great man.

AMONGST THE LIVING
▶ **ARTIST: ANTHRAX**
▶ **LABEL: ISLAND RECORDS (LPS 9865)**

● I've just listened to this album, if that's the right word. Perhaps I should have used the word subjected. This is speed metal at its fastest, dirtiest and loudest.

If you thought their last album *Spreading The Disease* was any good then you'll love this. It's miles better, and faster.

Belladona has a voice which is suited to screaming and he uses it to perfection. What I like about this band is that you just think they have slowed the tempo down a bit, then they set off again at rocket speed and your ears are left behind trying to catch up.

Just above the noise — for that's what it is, you can't call this music — you may well catch the interweaving guitars of Scott and Ian, but you have to pay attention.

My favourite songs on the album are called *Caught In A Mosh*, *Skeleton In The Closet* and *Imitation Of A Life*, but check it out yourself.

WIN AN EAR BASHING

● Finally the competition. To win a copy of any one of the albums above, plus other goodies just to write in and tell me the name of the bassist in *Motorhead*, and list in order of preference the album you want. Easy isn't it!!

Mastersound Super Offer

● **The Mastersound titles you can choose fro are: The Heat of Soul, Heat of the 60's, Heat o the 50's, Heat of Reggae, Heat of the Night, He of Soul 2, Heat of the Country, Heat of Rock ' Roll and Heat of Folk.**

Pin back your ears and get a load of this! You can get a whole 50p off the already super-cheap Mastersound **range of compilation audio tapes featuring raves from the grave like the** *Levi's* **theme tune** ***Stand By Me*** **by Ben E King,** ***Soul Man*** **by Sam and Dave and many more hits from the 50's and 60's that will bring tears to the eyes of your mum and dad!**

YOU can get ANY one of the Mastersound **range for just £1.50 including postage and packing — as long as you include the C+VG** Mastersound **token along with your order. And there's more!**
● **Collect TWO tokens — there will be one in each of the next two issues of C+VG — and you'll be able to get TWO** Mastersound **tapes for £1.50 each including P&P, collect ALL THREE and you'll get THREE** Mastersound **tapes at £1.50 each PLUS a free** Mastersound **game of your choice! Is this an offer you can't refuse or what? Clip the tokens, fill in the coupon and rush it direct to C+VG/Mastersound Offer, 8-10 Paul Street, London EC2A 4JH. make cheques/postal orders payable to Mastersound. Remember, one token allows you to claim one** Mastersound **tape at the special offer price of £1.50, two tokens will get you two tapes at £1.50 each, three tokens and three tapes at £1.50 each mean you'll get a FREE game. Start clipping those tokens today and give your ears a treat!**

C+VG/Mastersound Offer

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I enclose tokens and a cheque/postal order made payable to Mastersound Ltd for (amount)

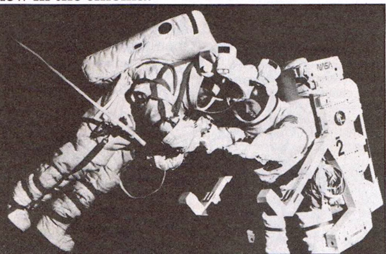
I would like ______________ **(tape titles)**

I own a ______________ **(computer)**



The Big Screen

SO, the film industry's off sunning itself in Cannes, but never fear, *Ward R Street* is here, pale from shadows of a thousand preview theatres, with all the news of what's new in the cinema.



Anybody out there catch the QED documentary on the NASA space camp about a month ago? It's your average summer camp . . . but with space shuttles!

If you have a look at the January issue you'll see an article we ran on the real Space Camp.

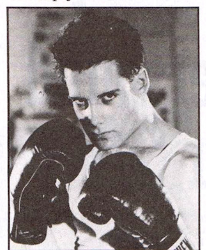
Space Camp (PG) looks like another of those movies where the filmmakers got every co-operation from the relevant authorities, and it's a hell of a good advert for these activity holidays. Boy, will you want to play with toys like Saturn Vs.

Playing is just what you shouldn't do though, especially when you're sitting atop a fully-fuelled shuttle on a launch pad. all it takes is a little interference from a malfunctioning droid whose artificial intelligence is a more like human stupidity and . . . 'We have lift off.'

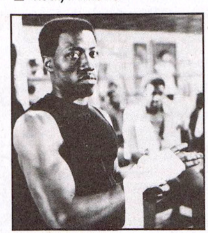
The run up to the action is standard sort of brat pack fare as we get to meet the odd assortment of kids plus their teachers, but that NASA hardware keeps all systems go . . . sort of *The Breakfast Club* with boosters. It's when the hapless teenagers are boosted into space that the high-tech hi-jinx starts. Will they get back home in time for Captain Kangaroo, we ask?

The film's an odd mix of teen movie and Disney-ish sci-fi . . . I'd have reprogrammed that cute droid immediately. But for some undemanding summer fun for the younger generation it certainly goes into orbit.

"What sort of boys become boxers?" a woman asks in **Streets of Gold** (15). "Poor boys," comes the reply.



▲ Rocky? Who he



▲ Golden boy wraps up.

Once again we're down the *Rocky* road, even down to the climactic fight against the Russians, but this knocks Sly's cold war heroics out in the first round. Firstly, it's got a bit more thought — not to mention the hint of plot behind it — and secondly, and most importantly, it's got Brandauer! That's Klaus Morid Brandauer to you, a heavyweight actor who floats like a butterfly, stings like a bee. He's Alek, a Russian emigree, lost and licking his wounds in an America which is fast turning into a nightmare rather than the dream he had hoped.

Alek used to be a championship boxer back in Mother Russia but he was also Jewish, which barred him from the national team. He's drowning in vodka laced with self-pity when he stumbles into a warehouse fight and sees two boys box, one black, one white. From then on he's determined to groom first one, then both, to take on the visiting USSR team in a personal grudge match.

There's all the action you could hope for down these mean streets, in the ring, the gym and among the street punks and hangers on. But there's also a sensitive side which surface once the final bell has sounded. And there's some serious criticism, both of Russia and America and their racism.

A stunning film with a knock-out ending which is all set for a return bout. But even if your could never stand Stallone's grunting, see this for Brandauer's eloquent performance.

There's more of the East Coast Jewish community in Woody Allen's **Radio Days**. It's a gentle, apparently unstructured, highly nostalgic film about what people did in the days before computers, videos, television.

In those days, radio was king, providing the romantic sister with a new dance to practice, mum and dad with panel games and for the teenage narrator, a juvenile Woody Allen, The Masked Avenger.

Radio was the stuff of dreams — in reality the Avenger is just a little, bald guy with a big, butch voice — and the film rambles on like a daydreqm, from the late 1930s through the war.

Obviously it's not *Police Academy* in its tone — in fact there are very few real laughs. But it's a film that leaves you feeling warm inside as you realise that there was a life before the microchip, and that some things never really change, such as the family fights and spying on the neighbours!

Now, what would a month be without at least one Michael Caine movie? Last time he saved us all as John Preston in *The Fourth Protocol*. In **The Whistle Blower** (PG) he's on the other side of the fence, as the father of a young man who works in the government's secret listening post, GCHQ.

The son, played by Nigel Havers, is fast becoming disillusioned with the sophisticated snooping devices that let him eavesdrop on interminably boring conversation between Russian bureaucrats. What he doesn't realise is that someone's watching.

Security is a big topic at the moment, and I saw this in the week that the press started to scream about the mysterious deaths of four scientists involved in secret defence projects. It's a tribute, therefore, to the film's makers that its plot,

▼ And here's the winner of our silly hat competition . . .





▲ This is the age of the train. Not many people know that . . .

which covers much the same ground, remains totally unconvincing!

After the mundane world of Cheltenham bedsits, it's a relief to land in Hawaii, even if the local animal life does include a deadly **Black Widow**(15).

Don't like spiders? Well, this one hasn't got eight legs, she's only got two, but they're very nice and shapely and no doubt they help her no end in her seduction of elderly millionaires who die soon after their marriage to her.



▲ Spiderwomen look mean and moody.

In the Federal Justice Department Alexandra Barnes' boss can't believe that a woman could be so calculating and ruthless to commit so many murders, especially when there's no indication that they are murders. But Alex knows that a woman can be deadlier than the male.

She traces Catharine, the black widow, by comparing computer records from all over the country, but when her boss still won't assign her to the case she throws in her job and sets off on a personal vendetta, driven by her own deadly obsession.

Actually, I'm not sure that the spider image holds up all the way through, because the film soon becomes a game of cat and mouse as Alex finally catches up with Catharine on the Pacific island where she's already planning the fate of her next victim. It's as tense as any Hitchcock, only without any of those touches that make The Master seem dated today.

Superb performances by the two women, dedicated Debra Winger and sexy chameleon Theresa Russell, and a clever script, just show that you don't need a macho hero to solve a mystery.

Actually, this is obviously the month for psychological suspense films with a feminist angle. **The Morning After** (15) really does follow one of those nights you wish you'd never had.

Jane Fonda plays another Alex, a faded actress who's turned too heavily to the bottle. Waking up next to a strange man doesn't come as too much of a surprise . . . but finding a knife in his heart does.

How would you react in a situation like that? There's a long, gripping sequence as the camera trails Fonda, watching her reactions. It's like waking up from a nightmare, only to find that it's real. But Alex's real problem is that she can't be sure that she didn't kill the man in a fit of drunken rage.

So she goes on the run, through Los Angeles shot to make it look like a series of abstract blocks of dazzling colour and cool shade. Eventually she teams up with an ex-cop, played in dumbly amiable fashion by Jeff Bridges. But can she prove her innocence before the cops decide otherwise?

Unluckily the film runs out of steam before its heroine does.

▼ That morning after feeling . . .

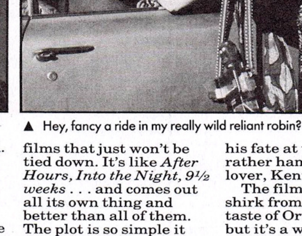


Now it's time for **Something Wild** and as this bizzare thriller is 18 rated, younger readers had better skip to the next paragraph immediately.

What? You peeked!

Well, stick with Ward then, because I promise not to say anything that will corrupt you. However I am about to rave about a film that you won't be able to see — and Ward knows how hard that can be.

This is one of those films that just won't be tied down. It's like *After Hours, Into the Night, 9½ weeks* . . . and comes out all its own thing and better than all of them. The plot is so simple it defies description . . . instead of paying his lunch bill, office worker Charlie Driggs (Jeff Daniels) takes off with an unknown woman, Lulu Hankel, (the lovely Melanie Griffith).



▲ Hey, fancy a ride in my really wild reliant robin?

As the publicity says, "It's an experience he'll remember for the rest of his life or the rest of the weekend — whichever comes first." With all the logic and switchback plot changes of a nightmare, Charlie is undone and rebuilt as his situation turns from comedy to thriller, then back again. Don't miss this . . . but ony if you're over 18!

Finally two British films, and their nationality shines through. **High Season** (15) is set on Rhodes and had me yearning to spend a holiday on the island.

It's a comedy which brings together an odd assortment of characters, from yobbo tourists to spies, all of whose doing seem qwite irrelevant in this quiet setting. A gentle film, full of feeling for the island people, it could have done with a firmer handling of the comedy. Fun though.

Prick Up Your Ears (18) is the story of Joe Orton, the English sixties playwright who delighted in shocking the establishment with his bad taste, and who met his fate at the hands, or rather hammer, of his lover, Kenneth Halliwell.

The film itself doesn't shirk from the seedy, bad taste of Orton's own life, but it's a warm and moving experience for all that, with brilliant performances from Gary Oldman and Alfred Molina, who bitch like any old married couple. Not for everybody, but if the subject is of interest, it's wonderful.

▼ Donkey work . . .

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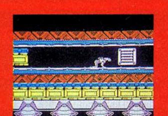
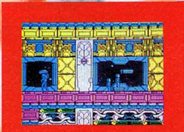
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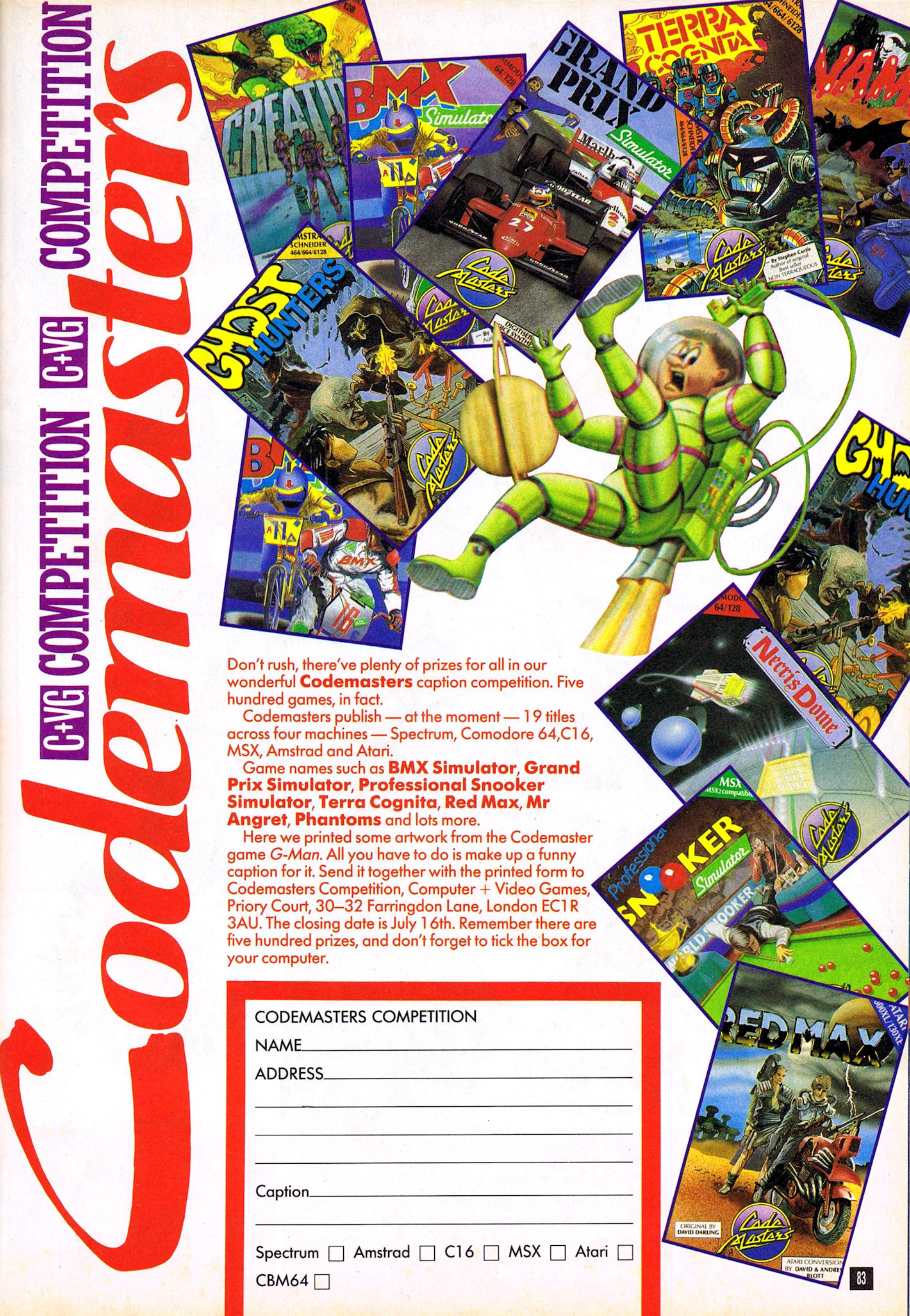
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Here we printed some artwork from the Codemaster game *G-Man*. All you have to do is make up a funny caption for it. Send it together with the printed form to Codemasters Competition, Computer + Video Games, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU. The closing date is July 16th. Remember there are five hundred prizes, and don't forget to tick the box for your computer.

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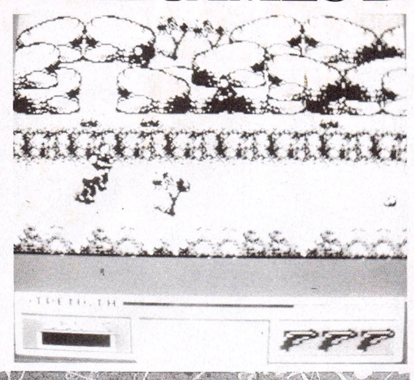
THE JAMES BOND DOSSIER

As promised last month, C+VG now presents the second part of our exclusive James Bond Dossier on Domark's new game, *The Living Daylights*. We've got the latest screen shots, pictures from the new film and the inside information on *007*'s fantastic Aston Martin Vantage. Our word is our Bond.

The Living Daylights is due for simultaneous release across all major formats. It will also be out on an arcade machine.

If all goes according to plan it will probably be a world's first that a computer and arcade game have been written from the same specification.

Add to that the blaze of publicity that is about to be unleashed surrounding *Timothy Dalton*'s debut as James Bond in *The Living Daylights*, then you're going to have to skip the planet to escape 007.



THE GAME

First Domark's game. Latest reports say that the programming of the game is progressing well.

These are the latest screen shots from the Amstrad version. Bond is the character in the white shirt. The man near him is a defecting Russian agent called Koskov who 007 must protect.

Lurking in the background are the bad guys intent on putting a few holes through Bond's nicely-pressed Saville Row shirt.

Richard Naylor, designer of *The Living Daylights*, is at the time of writing on a secret mission to the United States to check up on the programming teams working on the Atari ST and Amiga versions.

Latest reports indicate he's somewhere in the Salt Lake City area visiting Sculptured Software. The arcade machine version is also being produced in the US — using the Amiga board — by a Mastertronic-owned company Arcadia.

Last month's C+VG James Bond Dossier included a rough outline of what to expect in the game, the backgrounds of which will be taken from the film.

There are ten levels in all with varying difficulties. Before each level Bond has the chance to choose a weapon from the laboratory of gadet master Q. But be quick. There's only five seconds to choose.

There is a selection of weapons, from a ghetto-blaster rocket pack to a hand-held gun. The range varies from level to level, some even being able to be taken from one level to the next.

Bond is about one-fifth of the height of the screen and one-fourth of the width, and is controlled by numerous movements of the joystick. His Gun controls consist of a joystick for directions, the fire button for shooting and a second button to select between controlling Bond and the gun sights.

When the select button is pressed a red dot appears in the centre of the screen. At this point Bond stops, the dot can now be controlled around the screen. Bond will follow its movements with his gun arm. On pressing the fire button the gun will release a shot, if pressed quickly it will fire repeatedly. The gun has unlimited firepower!

Level 1 — Gibraltar: Bond begins his adventure with a test of the defences on the island of Gibraltar in the Mediterranean. He must match his wits against the skills of the SAS armed only with a paint pellet gun. After all, it is only a mock battle, or is it? Could one of the SAS men really be an enemy agent in disguise? Take care, he is out to kill!

Level 2 — The Lenin People's Music Conservatory: Bond must get the Russian defector Koskov away from his KGB guards without injuring any of the music lovers enjoying the show inside. Koskov will follow but it is up to Bond to defend him from the snipers who appear all over the building.

Level 3 — The Pipeline: Bond must smuggle Koskov past the pipe workers and send him on his way down the Trans-Siberian Pipeline.

Level 4 — The Mansion House: Koskov has been rescued but somebody wants him back! They have sent the ruthless killer Necros to snatch him back from the British Secret Service. Disguised as a milkman, he and his friends will try every dirty trick to get Koskov back. Watch out!

Level 5 — The Fairground: Bond must meet his fellow agent but Necros has followed you and he has orders to kill!

Level 6 — Tangiers: Bond's mission to find the missing Koskov takes him to the rooftops of Tangiers where he must battle for his life.

Level 7 — The Plane (not in all formats): Captured by the enemy, Bond is being flown to an unknown destination. Can he escape in time?

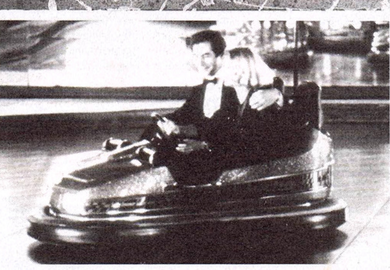
Level 8 — The Military Complex: Trapped in the desert of Afghanistan in the middle of a Russian Air Base. Watch out as the enemy release all their forces against Bond.

Level 9 — Whittaker's House: Bond finally meets the Mastermind behind the dastardly plot — Brad Whittaker, the American Arms dealer and military historian. He unleashes all the power of his arsenal against 007.

The game will be available for the following micros: Spectrum, Commodore 64, Amstrad CPC, Atari, Amiga, BBC and Electron, C16, Amstrad PCW and MSX.

Prices are yet to be announced but cassette copies will be £9.95.

THE FILM



The Living Daylights is produced by Albert R. Broccoli and Michael G. Wilson with Bond being played by Timothy Dalton for the first time.

Filming was carried out at Pinewood Studios and also in numerous locations: Vienna, Gibraltar, Tangiers, Quarzazate and Reschen Am See — a lakeside hamlet in Northern Italy.

The ever-faithful Aston Martin returns, this time it's the 160 Vantage — Bond's hightech version suitably equipped with sophisticated, yet lethal, gadgets!

The story: James Bond has recently returned from Gibraltar on exercises, to be sent on a new mission to

continued on page 86





Bratislava masterminding the defection of KGB General Koskov. Despite an attempt on his life by beautiful Czech cellist Kara, Koskov is eventually brought safely to London.

Unfortunately, Koskov is abducted by Necros, a ruthless killer. 'M', suspecting the KGB, sends Bond to serve a termination warrant on General Pushkin, who is known to be in Tangiers with a Trade Delegation.

Before doing this Bond decides to return to Bratislava to try to get closer to the beautiful Kara. This he does and discovers that Kara is an innocent victim of the Russian general. He also learns of Koskov's involvement with International Arms Dealer Brad Whittaker. In true 007 style, Kara is rescued and taken to Vienna where she succumbs to the Bond charm.

Bond, together with Kara, move on to Tangiers where Bond eventually confronts General Pushkin in his hotel. They plan together to trap Koskov and Whittaker.

Bond and Kara are taken prisoner by Koskov and flown to Russian-occupied Afghanistan, but it is not long before Bond breaks free with Kara and Kamran Shah, the leader of a group of Afghan freedom fighters. Together they find out what Koskov and Whittaker are up to — smuggling raw opium.

It is obvious that they must be stopped, so with the support of Kamran's rebel group they overcome masses of Koskov's troops and allies in an attempt to prevent the opium leaving the country. The final mopping up is at Whittaker's Tangiers villa.



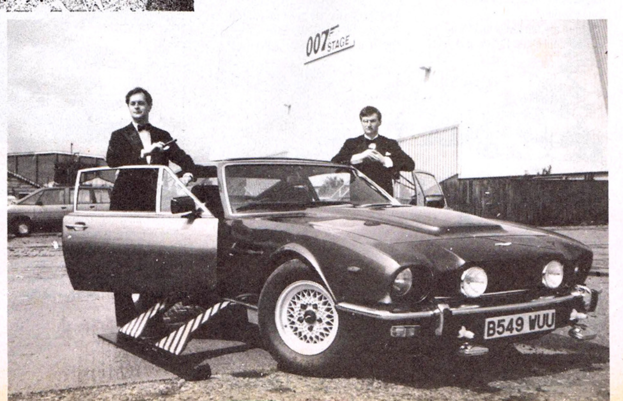
BOND'S CAR

Bond's cars are always scene-stealers and his Aston Martin 160 Vantage will be no exception.

C+VG visited Pinewood film studios to take a look at this mean machine.

It can accelerate from 0 to 60mph in six seconds. And that's not all. It is equipped with two missiles at the front, laser beams in all four hub caps — they rip into enemy cars that come a little too close — a jet booster to give it more zip than a jet fighter, out-rigger skis and spiked tyres to get a grip on ice and snow.

The Bondmobile will be setting off on a world tour soon to promote the film.



JAMES BOND 007

IN

THE LIVING DAYLIGHTS

THE COMPUTER GAME

ALBERT R. BROCCOLI
Presents
TIMOTHY DALTON
as IAN FLEMING'S
JAMES BOND 007

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CBM 64/Amiga
Spectrum 48/128/Plus 2/3
BBC B & Master
Atari 8 Bit
MSX



THE LIVING DAYLIGHTS

Starring MARYAM d'ABO JOE DON BAKER ART MALIK and JEROEN KRABBÉ

Production Designer PETER LAMONT Music by JOHN BARRY Associate Producers TOM PEVSNER and BARBARA BROCCOLI

Produced by ALBERT R. BROCCOLI and MICHAEL G. WILSON Directed by JOHN GLEN Screenplay by RICHARD MAIBAUM and MICHAEL G. WILSON

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UA





After last month's Arcade Action handbook you might think we couldn't follow it up with yet more thrilling reviews. Well you're wrong.

Clare Edgeley lets you have a peek at the most horrifying arcade game yet — *Alien Syndrome*. And Paul Boughton tries his hand at basketball with *Dunk Shot*.

▶ DOUBLE DRAGON

The streets are full of garbage, and through them run gangs of lawless thugs. Knives are drawn and baseball bats are swung at every opportunity at the heads of anyone silly enough to venture out onto the streets alone.

A grand clean-up is in order and who better equipped to do it than you — a punching, kicking hero whose girl has been kidnapped from under your very nose.

Sordid street fights are great fun when you've got the guts and, if you manage to get the hang of the controls in Taito's *Double Dragon*, you should have no trouble. It takes a bit of practise learning to manipulate the joystick, punch and kick buttons and the problem is you're not given much time on your own. As soon as you set foot onto the streets, the gangs are onto you.

One's a real killer! A plump, whip-weilding femme fatal loves to lash you to the ground and then wipe her feet on your back as you're biting the dirt. She's an easy knockout though, just throw three punches and she'll collapse, pick up her whip and use it on her buddies. One of these is a huge brute looking like Mr T of *A-Team* fame and built like him too. Towering above you, tread warily when his blood's up.

For weapons use whatever's to hand — rocks, cardboard boxes and barrels can be picked up and chucked at your assailants; knives, whips and dynamite can be grabbed from the thugs once you've knocked them out. Elbow punches, left and right jump kicks, a round kick and side kicks all come in useful when three or four brutes set on you at once. Three direct hits knock them out as a rule, but they soon come round.

As you fight your way through the streets, you'll be able to make use of ladders, the roofs of warehouses and the like to escape or ambush the gangs.

Double Dragon could be a lot faster, all the ingredients are there for a really addictive, martial arts style kick 'em to bits.





▶ ALIEN SYNDROME

Alien Syndrome is one of the most gripping games I've played in recent months and Sega earns a pat on the back for the game — special effects, sound, graphics and gameplay.

Alien Syndrome is like walking into the coin-op version of the movie *Aliens*. One minute you're standing in a deafening arcade, the next, with a bit of imagination, you're transported to a sinister space ship, overun with disgusting, pulsating aliens who've taken the 16 members of the crew hostage.

"The time-bomb is set", intones a heavy voice, the music sounds like a cross between *Jaws* and an old Vincent Price horror movie, and round a corner seeths a mass of grotesquely fat, undulating worms. Occasionally one mutates, a jaw with jagged teeth appears for an instant before it reverses itself to become once more a squirming mass. Others are busy producing small replicas of themselves, almost faster than you can kill them.

Only trouble is your single fire laser isn't much help. Run quickly to one of the lock-ups dotted round the area and burst it open. With luck you should find a flame thrower, rapid fire laser, protective droids or long range laser cannon.

Scouting round the outside edge of the space ship, you quickly come across the first unfortunate crew member tied up with a sticky mass of alien gunge to the wall. Run over him to set him free. But be quick, there are another 15 to find








HUGGER


ASOPHY

and the bomb is already ticking away.

Muted screams are heard in the distance, but none more horrible than your own should you happen to fall foul of one of these disgusting creatures. As *Alien Syndrome* is a two player game you have the choice of playing a women or man, and it's the woman's scream which is so shocking. I've never heard anything so loud, and chilling on a coin-op before — it's guaranteed to send shivers down your spine. The bloke's scream is more of a wimper and doesn't sound nearly as lifelike.

The music hots up sounding a warning as your free the hostages. The aliens start to congregate in areas to block you off and you'll have to make good use of the maps to find the locations of the rest of the crew. When they've all been rescued, hot foot it to the exit where you escape straight into the



arms of a REAL monster. This grows more terrible on each level and takes many shots to kill. Writhing and changing its shape at will, one second growing mouth and teeth, the next surging forward, it's surrounded by small replicas of itself, each one spawning yet more replicas. This is when you really need your mate playing with you — the combined firepower is vital if you're to proceed onto the next level.

Alien Syndrome is played in the *Gauntlet* style, with an overhead view, and scrolling screen which maps out in all directions.

Further levels become more tricky in layout with narrow bridges to negotiate.

Apart from sit-in racing games where you feel a part of the machine, this is the first time the atmosphere and sheer addictiveness of a shoot 'em up has transported me to another planet. *Alien Syndrome* is fantastic.

Play it if you dare!

▶ DUNK SHOT

If you've ever played basketball you'll know it helps to be reasonably tall — being anything over, say, seven foot gives you a distinct advantage. It's just a matter of strolling up to the basket and dropping the ball in. None of these frantic efforts to hurl your puny and tiny frame into orbit in an effort to score.

Well with Sega's *Dunk Shot* you cannot only join the big guys on the court, you can actually look down on them.

I don't normally like table top arcade games, I always feel a little detached from the play. It's the same with *Dunk Shot*. You feel as if you're clinging to the roof and could plunge down onto the court at any time.

Anyway, apart from that minor gripe, *Dunk Shot* is a Sega sensation, ace graphics, brilliant sound, fast action where the skills have to be learned.

The playing area is bigger than the screen so the game scrolls back and forth. But you can keep an eye on where your players are on a grid of little dots. This is okay, but in the fast and furious play it's a little difficult to take your eye off the game and consult it. I tended to find that the opposition zipped through my defences and scored.

When you shoot make sure you lend an ear to the sound of the ball hitting the rim of the basket. It's mega-realistic.

But the crowning glory of *Dunk Shot* for me is the way players leap up to get the ball, growing larger as they seem to get nearer to you.

Dunk Shot makes a nice change from all the hack 'n' slash and blast 'em up games. A winner.



TOP TEN COIN-OPS OF THE MONTH

1)	**Out Run**	Sega
2)	**Flying Shark**	Taito
3)	**World Wars**	SNK
4)	**Rastan Saga**	Taito
5)	**Spy Hunter II**	Bally/Midway
6)	**Road Blaster**	Atari
7)	**Rolling Thunder**	Atari
8)	**Kick and Run**	Taito
9)	**Combat School**	Konami
10)	**Exeriser**	Jaleco

This list is compiled with the help of one arcade in London's West End, and is not necessarily the case country-wide. Thanks to John Stergides of Electorcoin.

I.D.E.A.S CENTRAL



All right you lot — what's happened to all the hints, tips and pokes. Could it be that it's that dreaded time of the year when exams are looming or could it be that you are still drooling over my poster. Then again it could be that you are just too darn lazy. Well, whatever the excuse, I am not happy! Do you think I enjoy getting loads of letters saying "you never print any hints, etc for MY computer". What do you want me to do — make them up. So please, please inundate me with letters and I can pay you for info. Send them to me — Melissa Ravenflame, I.C.



NETHER EARTH

Settle down for some pretty complex hints from Edward Hartnell of Swansea. If you can make head or tail of this lot then you deserve to complete *Nether Earth*.

Build a few lightly armed, fast-moving robots to capture nearby factories. You will need no more than two or three such robots, equipped with cannon and tracker or, preferably, anti-grav chassis units. Send one ahead and leave the other to capture the nearby neutral factories. Taking manual control of the advanced robot, use it to capture neutral and enemy factories, as well as terminating enemy robots. Once well equipped enemy robots begin to appear take up a defensive position and try and hold off the Insignians for as long as possible.

When this robot is finally destroyed retreat to Kerberus and with you accumulated resources build battle robots. The best such robots consist of an anti-grav propulsion unit allied with missiles, phasers and an electronic support module. Never economise on the chassis, since the speed with which a robot can turn to face an adversary is just as important as the strength of its weapon systems. Generally the larger the amount of resource points spent on a robot the more cost-effective it will be.

Order your robots to search and destroy enemy robots. Advance and ambush the enemy robots moving forward when a convenient gap appears. Occupy the entrance to Tarra's Warbase and hold it for 12 hours. During this crucial time, manually direct your robot in combat mode. When the heli-pad appears land on it and construct more battle robots. Order about a third to capture enemy factories and the rest to destroy robots. Now retreat and manually guide out any robots stuck in the maze-like approach to Tarras. Again build as many robots as your resources allow and order these to destroy enemy robots.

Once this section has been cleared take control of one of the foremost robots. Advance slowly, firing constantly and clear the area of enemy robots. Then occupy and hold the entrance to Faretra Warbase until the heli-pad appears. Build more robots with the same orders as before. Now direct any stuck robots through to Faretra. By now the Insignians should control only a handful of robots. Build robots as before. But with the addition of nuclear bombs. Order the robots to seek and destroy the enemy robots . . . advance and take control of a battle robot. Use this to eliminate the remaining Insignian robots. Now you have two choices. You can either use this robot to capture the final Insignian Warbase or you can use a nuclear-equipped droid to incinerate it. The choice is yours!

GENERAL HINTS

Nuclear weapons — generally it is not worth using these to destroy enemy warbases or factories. However, they are extremely useful for clearing obstructing walls, such as those on the approach to the warbases. Build a small robot, such as those on the approach to the warbases. Build a small robot, armed only with a bomb and advance on the obstruction. Retreat all robots at least five miles, then manually detonate to destroy the wall.

Robot Combat — when manually controlling your robot use combat mode which will give you quick access to its weapons. In combat let your enemy come to you. Try to stay on the edges of the screen or behind full blocks to restrict the angles you can be attacked from. Try to deal with one enemy at a time and above all, do not stray into another robot's field of fire.



CHAMELEON

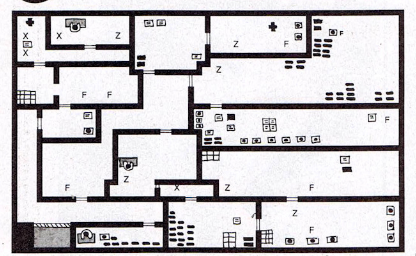
Martin Walker, the programmer of *Chameleon*, sent these hints in for C+VG readers. The secret of playing the game is to learn the best alignment to combat each type of demon. Demons have intelligence and will dodge your shots if they can. To fire rapidly, hold the joystick button down and keep jabbing the stick in the desired direction. When you collect the tainted flux from the path the ruling demons will swarm at you. Be prepared! If you get hemmed in by a swarm of sky demons and are running low on energy, duck and stay down until a suitable path demon comes along to give you more energy. As you get further into the game, the sky demons will all begin to demonstrate different super powers. You will have to develop different tactics to destroy each. Watch out especially for the Blizzard demons in the second water realm. Align yourself to water and turn all the bubbles to sparklers to keep your energy topped up.

Getting Extra Energy — any energy lost through firing, stepping in pools or colliding with demons can be topped up by firing at an aligned path demon — Sparks if Chameleon is aligned to fire — this turns the path demon to pure energy (a sparkler) and can be picked up by touching it.

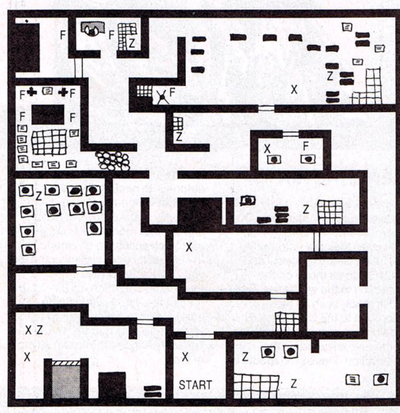
Rules of the Elements — fire destroys water and turns earth to fire. Earth blocks water, air blows out fire, and water destroys fire and turns air to water.



INTO THE EAGLE'S NEST



BASEMENT



GROUND FLOOR

The game to get David Harvey's mapping talents going this month is *Into the Eagle's Nest*. Here are the first two levels with a few hints. As well as walking into doors, you can shoot them. The first-aid kit reduces hits to zero and the food to ten. Only shoot the chest once, as there might be dynamite in it. Try to stand behind something and edge out gently — you can now blast them. To get the prisoner out of your way, shoot him in the direction you want to do in. Look out for the next two levels in I.C. next month.



HELP

Melvyn Jones of South Yorkshire bought *Tarzan* for the Amstrad 464 and after a couple of days was horrified to find out that Tarzan can't get over the long piece of quick sand — even though there is a swing! Can anyone help before he cracks up?

Another frustrated Amstrad owner is *Michael O'Sullivan* of London. His problem is with *Ghosts 'n' Goblins* — he can't pass the goblin on the first level.

Peter Leung of Luton is a C16 owner who is having problems with *Airwolf*. He feels you don't have many lives and there are too many objects flying about. Anyone have any pokes for Peter. He would also like a poke for *Bandits at Zero*.





GAUNTLET COMBAT TIPS

On the first level, ignore the exits to four and eight, as the first eight levels don't present much of a problem and jumping to level eight will just waste valuable food and potions.

In general, keep your distance from the enemy. Don't fight hand-to-hand with Demons, Grunts and Sorcerers. It may score more points but it rapidly depletes your health. Fight hand-to-hand with lobbers as they put up little resistance and are easily overcome.

Always destroy the generators before disposing of the army. Only use potions on death if there are three or more. If there is more than one death on the level, entice them to a particular section of the maze and use a potion. It is possible to hit across keys and exits in order to hit what is on the opposite side. Remember, it is possible to shoot diagonally through gaps. It is also possible to destroy quite a few generators by standing on the same spot.

Don't carry too many keys as it is possible to become trapped, in which case you will have to wait for the walls to turn into exits. When you have collected the amulet of invisibility, destroy as many generators as possible. The creatures will not attack but ghosts speed around the screen randomly — so be ready. Meat is always indestructible but cider can be destroyed. Cider marked 'xxx' is safe to drink, if it is marked 'oxo' then shoot it as it is poisonous. Examine food carefully — a mistake could result in the loss of a valuable potion.

Indestructible potions are yellow, normal potions are blue. If a potion is located in a treasure room then try and find it rather than the exit — it will prove more valuable.

In a one-player game, it is best to choose the wizard as he has the best magic power — capable of clearing the entire screen — and good shot power, the other attributes can be collected. Don't collect all the treasure, some of it traps monsters or prevents their shots from hitting you, and can often be used to restrict the movement of death. If you start on a hard level with little food around, it is best to wait until the walls turn to exits — this way you lose less health. Be very careful when you are near locked doors, only open one at a time and clear whatever is behind it. Try to clear as much of the level as possible before standing on a trap.

Using this method *J. Blakeley* of Leeds found it possible to score 9,999 health points, at which point it is almost impossible to die.


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CoMiX.

There's more to comics than the Beano. Our very own comic critic Philip Morton tells you what to look out for . . .

Played Judge Dredd or Strontium Dog lately? If so, you're probably aware that these, like a number of other favourite games at the moment, owe their inspiration to comics — in this case, the weekly *2000AD*.

The action-filled (some would say ultra-violent) exploits of the *2000AD* heroes are a far cry from the traditional *Beano/ Dandy* image of children's comics. But in the context of the revolution currently taking place in the comic-strip medium, they're just the tip of the iceberg.

Wait a minute — "children's comics"? You mean there are comics for other age groups as well?

There certainly are. But you'd have to look pretty hard to find any evidence of that in your local newsagent's shop.

The few publishers brave enough to put out comics for older readers have met with firm resistance from the news trade, who don't think such things would sell.

The same has been true, to some extent, in America. But go to any of our more culturally aware European neighbours — or to Japan, or the Philippines — and you'd find a very different state of affairs.

Why? Because they've got all the advantages of all those other media put together — like a movie that you can rewind — it's simply the best story-telling medium around.

That, in fact, is the key to the popularity of the best of the current crop of comics — story-telling.

So just what is hot in comics today? To find out, I asked three major London comic shops — that's right, shops that specialise in comics — what their top ten bestsellers were. How many of these cultural delights have you heard of?

You won't have seen all of those in your local newsagent's shop, but it's well worth the effort to seek out your nearest comic shop in order to sample the delights of — for instance — *The Watchmen*, deservedly number one in all three charts.

What makes thousands of eager readers pay high import prices for 30 pages of words and pictures — and what keeps them coming back month after month?

Simply a story — a fascinating, un-put-downable story, about fantastic-but-believable characters in remarkable-but-realistic circumstances.

That comes back to the talents of the writers and artists involved. Here's where it gets interesting — because, if you examine who's writing and drawing the

THE FORBIDDEN PLANET TOP FIVE

1	Watchmen	DC
2	X-Men	Marvel
3	X-Factor	Marvel
4	Electra: Assassin	Marvel
5	Batman: The Dark Knight Returns	Titan

THE COMIC SHOWCASE TOP FIVE

1	Watchmen	DC
2	X-Men	Marvel
3	Silver Surfer	Marvel
4	X-Factor	Marvel
5	Classic X-Men	Marvel

THE VIRGIN MEGASTORE TOP FIVE

1	Watchmen	DC
2	X-Men	Marvel
3	Swamp Thing	DC
4	The 'Nam	Marvel
5	X-Factor	Marvel







bestsellers, the same names keep cropping up.

Basically, anything with the names of **Alan Moore** (*Watchmen; Swamp Thing, Halo Jones*) or **Frank Miller** (*Batman: The Dark Knight Returns; Year One; Electra: Assassin*) in the credits can't go wrong.

● **Watchmen**
If writer Alan Moore left comics tomorrow, this is the series he'd be remembered for. His superbly constructed, truly thrilling story is perfectly complemented by the confident, assured artwork of fellow Briton Dave Gibbons and the colouring of C+VG's own John Higgins.

The plot concerns a band of aging super-heroes confronted with a society which not only doesn't need them but is itself teetering on the brink of nuclear suicide. (*12 issues at approximately £1.10*).

● **Swamp Thing:**
This is the title on which Alan Moore first came to prominence in the US. On taking over what had been a rather tedious comic about — you guessed it — a swamp creature, he quickly showed his ability to spin a chilling tale, to the point where he's recognised as one of the masters of horror in any medium.

His early issues, though only three years old, command huge prices. Buy this one, too! (*40p monthly*)

● **The Ballad of Halo Jones**
More Moore. A different side, though, in the science fiction/space opera mould. This is a decidedly offbeat tale of an ordinary girl who's desperate to escape from her depressing circumstances, so goes into space.

The complete story has been collected by Titan Books, having first appeared in 2000AD. (*Vols I and II: £4.50; Vol III: £4.95*).

● ALAN MOORE

● **2000AD**
Ten years old and, some would say, running out of steam. Nevertheless, the galaxy's greatest comic still has the most outrageous cast of characters. (*26p weekly*).

● **Judge Dredd**
For some reason, the most successful character to come out of 2000AD is one not associated with Alan Moore! Little need be said to introduce you to Judge Dredd, the future's favourite lawman.

Suffice to say that Titan Books are making available in album form as many as possible of his weekly 2000AD exploits. (*£4.50*)

● **Punisher**
This character from Marvel is judge, jury and executioner rolled into one, just like Judge Dredd — except for his troublesome conscience. A brand-new series, it gets off to a cracking start with interesting script from Mike Baron (best known for his cult character, Nexus) and innovative artwork by Klaus Janson. (*approx 55p monthly*)

● **Question**
Created by *Spider-Man* artist Steve Ditko in the mid-1960s for the now-defunct Charlton Comics, the *Question* has just made his reappearance at DC Comics in a magnificently moody piece of work by veteran scripter Denny O'Neil and highly individual artist Denys Cowan. The *Question* is a mysterious faceless (literally) vigilante figure pledged to wipe out corruption. (*approx £1.10 monthly*)

● **Batman: The Dark Knight Returns**
Alan Moore's only serious rival for fan acclaim at the moment is the super-talented writer/artist Frank Miller. *The Dark Knight*, Miller's updating of *Batman* into a grim future of urban decay and rampant, violent crime, is his major work so far — a well-rounded, satisfying cliff-hanger of a story.

Since being collected into a single square-bound volume, this has been a deserved sales success, going into several reprints in both US and UK. Essential reading. (*£8.95*)

● **Elektra: Assassin**
Less essential but a braver experiment in storytelling is this high-quality-format spin-off from Miller's earlier *Daredevil* series. Here Miller writes while Bill Sienkiewicz supplies graphics which are avant-garde by comics' standards and well suited to the violent nature of the story. (*8 issues @ approx £1.25*)

● **Batman Year One**
Reunited with one of his *Daredevil* collaborators, David Mazzucchelli, Miller travels back in time from the end of Batman's career (*The Dark Knight*) to the very beginning. (*4 issues @ 40p*)

● **Detective Comics**
Basking in the reflected glory of *The Dark Knight* and *Year One*, the other *Batman* title, Detective, is doing well sales-wise at the moment.

● **Justice League**
Remember the *Justice League of America*? Well, forget them — this is the new, improved Justice League, with a new line-up, a new, harder, attitude and a very new look, courtesy of artist Kevin Maguire. (*40p monthly*)

● **Silver Surfer**
Any aging hippies among C+VG readership will remember the endlessly philosophising "skyrider of the spaceways" as the comic-book sensation of 1968.

Now he's back, with excellent script by the suitably cosmic Steve Englehart and the engaging artwork of Marshall Rodgers. (*approx 55p monthly*)

● **The 'Nam**
This monthly from Marvel







Could this be the greatest collection of American games ever assembled in one pack?
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BREAKDANCE
Perform the Moon Walk, Head Spin, Back Spin and more. Over 100 different steps, complete with music.
SUMMER GAMES
8 different sports events, compete against an opponent or the computer. Superb animation.
PITSTOP II
Thrilling head to head motor racing. 6 different circuits, each with on screen map and pit facilities!
It's certainly the greatest value for money!

CoMiX. CoMpEtitiOn The Game

is, as far as I know, unique among comics in that it is firmly rooted in real events and moves along month by month at the same pace as real events. The events in question are the American involvement in the Vietnam war. (*approx 55p monthly*)

● Superman
Forget all your preconceptions about the first and greatest super-hero of all. Writer/artist John Byrne — (of *X-Men*, *Alpha Flight* and *Fantastic Four* fame — has given the Man of Steel a whole new, grittily realistic look, basing him in a Metropolis that's much more like the real world. (*40p monthly*)

● X-Men
Marvel's magnificent mutants, or the most angst-ridden "family" in comics. *X-Men* is equal parts super-heroics and soap opera — and owes its eight-years-plus at the top of the popularity charts to Chris Claremont's expertise at writing about adolescent problems with saving the world. (*40p monthly*)

● X-Factor
The original *X-Men* (Angel, Beast, Cyclops, Iceman, Marvel Girl) reunited! But not, on this occasion, called together by Professor X to battle Magneto's Evil Mutants.
This time they've formed themselves into a task force dedicated to seeking out and training the mutants who hide their superhuman powers from a fearful society. *X-Factor* is closely interwoven with *X-Men*, as is the next title. (*40p monthly*)

● Fantastic Four v. X-Men
This title and the next are fine examples of the art of getting more money out of the same customer. That said, it's actually a valuable addition to the collection of any X-Maniac or FF fan. Chris Claremont writes, John Bogdanove draws. (*approx £1.10 per issue*)

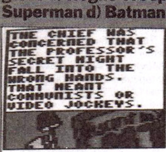
● Classic X-Men
Another good marketing trick, if you can manage it, is to sell people the same material twice. (*approx 55p monthly*)

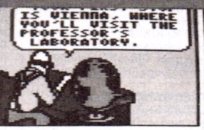
● Watch out for Phillip's regular comics column coming to C+VG soon.

Fancy getting your face in the frame? Yup, you could become a comic book hero in our great US Gold/Accolade comic competition. Thanks to the awesome and totally amazing technology available to C+VG thanks to the Ideas Corp's American Rosenthal Division we are able to put YOUR face into a computer screen. Five winners will receive an exclusive framed high quality colour print of a "page" from the Comics game complete with YOUR incredibly handsome face smiling out of it.

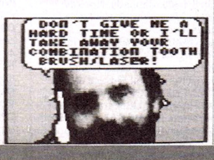
Now there's something to impress your friends with! If you are one of or five winners we'll ask you to send a picture of yoruself — or if you're local to the C+VG office invite you in to have your picture taken by none other than ace lensman Paul Boughton! Then your picture will be flown, via Concorde, to New York where Marshal will digitise you into a computer comic book. Then the resulting high quality print will be framed and flown back on a VIP flight to London and mailed direct to your home! Talk about exclusive! Just answer these simple comic questions and your face could win a flight on Concorde, Normal C+VG rules apply and the closing date is July 16th.

C+VG/ACCOLADE COMICS QUIZ
1. What was Spiderman's real name?
2. Name the cult comic which features Judge Dredd.
3. Was the first comic hero to star in a computer game a) Rogue Trooper b) Strontium Dog c) Superman d) Batman?









C+VG/ACCOLADE COMICS COMPETITION

Name________________________

Address________________________

____

My answers are:

1.____________________________

2.____________________________

3.____________________________

Know what I want to be when I grow up? No, not an astronaut, or a rock star, what I want is to be a comic book hero! So how can I resist the lure of having a go at Accolade's **Comics**?

This is the FIRST interactive comic book. **Steve Keene** is your Superspy alter ego. He's hip, shrewd, daring, and just a bit of a smarty-pants.

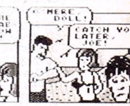
The mission unfolds before your eyes as individual panels appear on screen. Each panel is one piece of the action, and there are six of them to each "page" — the bottom two scroll to the top after they are presented.

A number of things can happen in a panel. There might be an animated sequence to watch for clues and information. Or perhaps vital









dialogue going on between you and other people. The word balloons over your head change to match your whim or mood of the moment.

Certain events force you to fight for that next panel, or to be more explicit — for your life! Suddenly you find yourself in one of eight arcade sequences, dodging missiles and bombs, battling robots or sharks. You must overcome this "game within a game" before you can continue.

You can also make a wrong decision leading to violent results in the panels part as well.

Comics gives you two different stories to participate in. In one, you must rescue a not-so-mad scientist and his secret formulae from evil hands.

Comics will be released in the UK by **US Gold** for the C64. Price to be announced. **Accolade** can be found at 20813 Stevens Creek Blvd, Cupertino, California 95014, USA.

MICROSELL

MICROSELLS — It costs only £1 to advertise in Microsell!

Warning: It is illegal to sell duplicated or pirated software on tape or disc. You will now be liable for prosecution. All suspect advertisements will be forwarded to the Federation against Software Theft for further inspection.

SPECTRUM AND COMMODORE GAMES for sale, the latest games, all cheap. Call 09276 2673. Pokes for £1.50. Send PO Box 94, Radlett, Herts WD7 7LX.

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AMIGA SOFTWARE TO SWAP. Please contact: Mr S. Russell, 50 Loraine Crescent, Darlington, Co Durham DL1 5TF. Telephone: 0325 460875. All letters answered!

COMMODORE 64 Datasette joystick, over £600 of software manuals, magazines etc. All for £300 ono. Telephone Helsby (09282) 4582 and ask for Joe.

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C128, 1570 Drie, C2N, freeze frame, with utility disc, £400 worth games, 30 spare discs, Notcher cost over £900. £500 ono. Tel: 0273 517421.

AMSTRAD 464 with colour moitor. 45 original cassettes. Joystick, dust cover, 50 magazines. Total value £630, asking £350 ono. Will separate. 021 345 1143.

MERLIN CONTACT CLUB. Membership 50p. Any Micro. We put you in touch. 1 Merlin Close, Hainault, Ilford, Essex IG6 3XL. Enclose SAE and micro details.

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COMMODORE 64 software for sale, all originals, good condition, for list send SAE to C. Lloyd, 41 York Avenue, Droitwich, Worcestershire WR9 7DQ.

ATARI ST originals for sale: Pawn, Starglider, Leaderboard, Super Cycle, all as new, only £10 each. Phone (03303) 367.

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ACCESS AMIGA. Amiga Penpals to swap idea's diagrams & music. I have 500 Amiga disks. Jon, 39 Tetbury Drive, Warndon, Worcs, England.

COMMODORE 128, 1570 Disk Drie, Modem, £250+ software, ten blank disks, disk box and other accessories for only £420 ono. Ring Phil on 0442 56052.

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AMIGA OWNER wants to swap software. Send a list of your programs to: Truls U Haaland, PO Box 5, 5300 Kleppsoe, Norway. Greetings to Warior, Hawker and Commando.

C64 GAMES FOR SALE. For list, write to: 45 West Park Ave, Leslie, Fife. Games include Infiltrator, Trivial Pursuit, all ½-price or less.

GREAT NEW SOFTWARE EXCHANGE CLUB starting now! For more details send SAE to Soft Swop, 224 Seven Sisters Road, Eastbourne, East Sussex BN22 OPT.

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AMIGA USER GROUP needs pen pals — write to 14 Parkstone Ave, Horfield, Bristol, Avon, England.

BBC B D/Drive interface BBC joystick. 30 games including Elite P. Position, Frak joystick interface for Atari joysticks price £325 ono. Phone 0843 63163 evenings only.

C 64 game traders wanted disk and tape. all letters answered. Send disk, tape, letter or list to John, 48 Loanfoot Crsecent, uphall, EH52 6DN Scotland.

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CBM 64, 1541 disk drive, printer, joysticks, dust cover, cassette deck, lots of software all boxed in good condition. Sell for £450. Phone 0827 289618.

I'M SELLING A COMMODORE+4 with a joystick and twelve games for £20! yes £20! Phone Marcus on (0274) 499994 — 5pm to 8pm.

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RAMPRINT PRINTER INTERFACE, with instant access word processor, joystick port, box & instructions. Works perfectly. Worth £35, sell for £25. Phone 01-969 3729.

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WANTED: One colour monitor for CPC 464 Amstrad Computer, Willing topay reasonable price. Phone Wellingborough 682001 after 6pm. Urgent!

FOR SALE: Commodore plus 4 games, Fung Fu Kid, European Games, Ace, Bridgehead worth £30, will accept £15. Phone 753950 from Mon to Fri.

Amstrad 464, disk drive, colour modulator. Green screen. Plus around £300 worth of software + loa

AMSTRAD 464+, disk drive, colour modulator. Green screen. Plus around £300 worth of software + loads more. Accept £350 ono. Sheffield (0742) 669608 (Chris).

STRATEGY GAMES; small specialist mag starting up. Strategy freaks, games designers, reviewers ect. Please write: Ward, 17 South Hill Prk Gardens, London NW3 2TD.

CBM 64 data recorder freeze frame 3b. 2 joysticks lots of games including Gauntlet, Dragons Lair II; £165. Tel: 021 459 6545 Kings Norton, Birmingham.

ATARI 800XL disc drive with enhancement, 1029 printer, recorder, touch tabliet, over £200 of sotware books and magazines. Everything £250 onon. Tel 0279 843106, ask for Thomas.

ATARI 800XL with mains adapter, £75 woth of cartridge games including Miner. Complete with manuals and C&VGs excellent value £65. Tel; Berkhamsted 4568.

AMSTRAD CPC 464 with green monitor VGC with joystick and 29 original games. Want £280 ono. Telephone Medway 826621.

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SPECTRUM 128+2 for sale. Joystick + built-in datacorder + over £100 software including Starglider and Laser Genius. Still boxed, bargain at £190. Phone Stonehaven 64351 after 5pm. Ask for Graham.

SINCLAIR MICRODRIVE with eight cartridges, interface 1, and interface 3 for the transfer of games. £50 the lot. Phone (0724) 734592.

CBM 64 + data recorder + loads of software; £140 ono. Atari 810 disk drive + Archver + software; £100 ono. Latest disks wanted. Phone 021 747 3618.

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ZX81 SOFTWARE, 30 titles all original 50p each send SAE for list to N Spiller, 2 Southfield, St Brides Hill, Saundersfoot, Dyfed.

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SPECTRUM 48K with professional keyboard, mags and books, £50. Over £200 worth of software £30. I'll swapsoftware for Commodore 64 disk/tape software (specially Gauntlet). Ring Niall on 01-341 3355.

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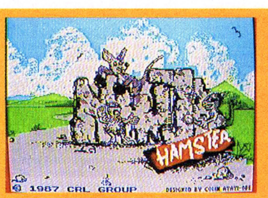
C64 CASSETTE: £78 worth of original games including Gauntlet, 5 Star Games, Leaderboard + extra courses, Fist II, Crystal Castles, Budget Titles. All £28. Will separate, Phone (0273) 37523.

C+VG STREET SEEN

After a few quiet months Elite explodes into action with *Cataball*, *Airwolf II* and the *Great Guryanos*! Check out newies from Gremlin, *Alien Evolution* and *Re-Bounder* and take on the rampaging rodent, *Ninja Hamster* from CRL.



No nukes is good nukes, unless you're Mrs T, but the subject of Armageddon continues to fascinate games programmers. ACTIVISION are preparing to launch HIGH FRONTIERS, a simulation of President Raygun's favourite toy — the so-called Star Wars defence system. Written by ALAN STEEL, co-author of *Theatre Europe*, HIGH FRONTIER puts you in charge of the SDI system — its development and deployment. It's like a game of *Risk* with amazingly high stakes. Spend cash to develop the system, fight a war of words with the Soviet block, and make up your mind if YOU would press the button to start World War Three. But remember, in this game there can be no winners. One for strategy freaks this — it comes with a huge instruction booklet explaining the SDI version. HIGH FRONTIER should be available in July for the C64 and Amstrad at £9.99 tape, £14.99 disc. The Spectrum version will cost £7.99.





Hii-eek! It's **Ninja Hamster**, the perfect antidote to karate games, from **CRL**. The hero is a rampaging rodent who has to save the world from evil animals like the sinister Rat and The Lizard of Death!

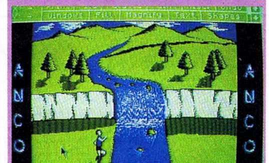
It's a game that has to be seen to be believed — the Ninja Hamster has huge ham-fists and a deadly flying kick. His adversaries are equally dangerous — especially the neat Lizard who used his tail as well as his fists to KO our furry hero.

First version to hit the streets will be for the Spectrum, a snip at £7.95. C64 and Amstrad versions will follow. It's fun to play and great to look at.

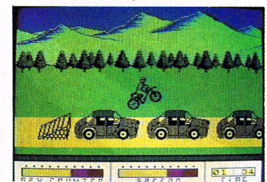


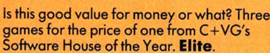
Remember Gremlin's *Bounder*? Well get an eyeful of *Re-Bounder*, its sequel. We're back in the 3D world of hexagonal slabs, collapsing floors, mystery bonuses and angry aliens. You must control your "tennis ball" through 18 levels of breakneck action. These pictures are from the Commodore version.

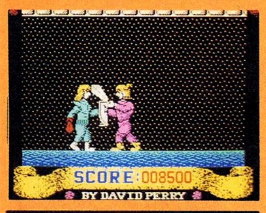




Anco continues its sporting games — others include Winter Events and Summer Events — with International Events, due out on the Spectrum (£7.95) and Amstrad (£8.95). Sports featured are hang-gliding, wind surfing, motor bike scrambling, cross country, water ski-jump and vellodrome cycle race — that's where two can play simultaneously.







Is this good value for money or what? Three games for the price of one from C+VG's Software House of the Year. **Elite.**

And they aren't just any old games either. You get a coin-op conversion, the sequel to one of Elite's best sellers, plus an entirely original game all in one highly playable package.

We're talking about the arcade combat game **Great Guryanos**, **Airwolf II** plus **3DC** on the Speccy and Amstrad and a neat bouncing ball type game called **Cataball** on the 64.



Great Guryanos is a scrolling combat game in the *Rygar* mode — although the coin-op original appeared light years ago. The computer version features large cartoon style characters and lots of armed conflict. *3DC* is an isometric arcade adventure set underwater. Your diving-suited hero has to rebuild a lost submarine while battling creatures of the deep. *Airwolf II* features that world famous helicopter on a new mission which owes a lot to *Salamander* and *Nemesis*. An addictive shoot 'em up with lots of neat frills.

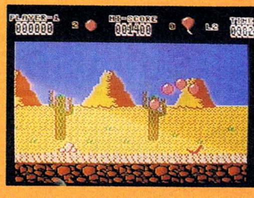
Cataball is another addictive and different offering. You guide four bouncing balls across various landscapes in a quest for lost balloons.



Sounds silly — but it's extremely playable. You can lose your balls — if you'll pardon the expression — one by one as you encounter different hazards.

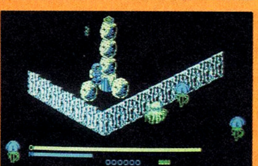
Each game could be released as a full price game — but it's nice to see Elite thinking about your pockets and offering this bumper bundle as a compilation.

All cassette versions of the game will set you back £9.95 while disk owners will have to fork out £14.95. In your shops in July.















Portuguese programmers Marco and Rui Tito are the new names behind Gremlin's Alien Evolution out this month at £4.99 It's set in the aftermath of a nuclear holocaust where the earth's surface is a barren and hostile place, incapable of supporting human life. The survivors withdrew to underground complexes, and now, after years of dedicated research, they have produced an android, Cyborg 64, who may provide the answer to their prayers.

The problem is that a race of unusual aliens has populated the earth and are less than keen to relinquish their newly found homestead.

Alien Evolution is played from a 3D prespective, looking down at the plant, and features tranporters to zap you from area to area. Monochrome graphics and full scolling are also included.

Meanwhile, here's a look at Gremlin's The Final Matrix out soon on Spectrum, MSX (£7.99), and Amstrad (£9.99)



Nimrod is a member of a friendly race called the Bioptons, a mechanical people who are very friendly and fond of socialising.

During an outing hostile Cratons abducted a party of Bioptons, and scattered them across the galaxy on their matrix network of space prisons. Bioptons have delegated the rescue of their countrymen to Nimrod!

It's impossible for Nimrod to land his craft on the matrix, his only option is to actually land himself and retrieve the hostages individually. Nimrod has an added handicap — no one really knows where each matrix is or even how many there are. His quest begins in a Bioton spacecraft fitted with the Bioton's most advanced navigational aid — the Pentavision. Using the display monitor, he can locate each matrix and manoeuvre his ship into the correct position to land.

Once on a matrix the fun beings! Nimrod has to find the hostage and launch back to his ship as quickly as possible.

SUPA SOFT DISCOUNT SOFTWARE

Present the Following Special Offers to C&VG Readers

(If the software your after is not advertised below give us a ring and we will try to get it)

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Ace	9.95	7.00	Gauntlet	8.99	6.25	Death or Glory	6.25	10.95	Trap Door	5.50	N/A
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Firelord	8.95	6.00	Yie ar Kung Fu	7.95	5.25	Elite 6 Pak	6.75	10.95	Rouge tropper	6.50	N/A
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Silent Serv	24.95	19.99	Higgins Snok	19.95	16.95
Strikeharrier	29.95	24.95	Solo Fli (2)	19.95	16.95
Arena	29.95	24.95	Champ Golf	19.95	16.95
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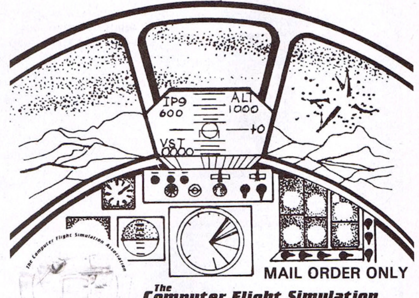
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Monster Mash!

By Lesly Walker.



OPERATION NESSIE HUNT began in earnest on Saturday 2nd May when the three prize winners went along to the Loch Ness Centre at Drumnadrochit to receive the first half of their prizes. The winners were Suraj Tanna, 11 from Lodon, Marti Taylor, 13, from Essex and Derek McCall, 14, of Sauchie and you can see them here staggering under the weight of their goodies. Sunday was the big day — when they had a trip out on the New Atlantis to do a sonar search of the Loch. Everyone got a chance to steer the boat (and guess who couldn't steer!) and the boys then did some tracking with the radar and picked up an object at a depth of 50m. Adrian Shine and David Martin of the investigation team are presently looking into the reading as most fish don't go any deeper than 30m. Do you think it's possible we did find something in the deep murky waters of Loch Ness? If the stories we heard from the locals is anything to go by, I think we did!

COMPETITION RESULTS

Spy vs Spy

Ian Hogg, Essex; Jon Young, Sheffield; Aindreas Hodgins, Co Tipperary; Christopher Gallagher, Manchester; Darell Seed, Co Durham; Laurence Rugg, London; Matthew Gall, London; Laurence Taylor, Gwent; Anthony Turnball, Middlesex; Lee Ramsbottom, Bolton; Richard Walsh, N Ireland; David Covey, Essex; Mohammed, Cardiff; Stephan Rogers, Somerset; Alex Price, Swansea; Ian McDougall, Glasgow; Caroline Boddie, Oxon; B Mawson, Berks; Mohammed Zaman, Blackburn; Neil Tilley, Surrey; Lieff Kjonney, Norway; Lloyd Griffiths, Bridgend; Alan McLean, Glasgow; Tim Lawton, West Sussex; Peter Brace, Tyne & Wear; Carl Evans, South Wimbledon; James Goodwin, Rar Gaton; Fergus Reid, Carlisle; Justin Marley, Sidcup; P. Aegenood, Co Down; Timo Eade, Finland; Richard Davis, London; Mark Davies, Cheshire; Virgil Fino, London; O Qurehi, Lancs; Philip Dawson, Surrey; P A Hariot, Holland; Noel Sofley, Lisburnm; Mark Davidson, Cumbria; Tony Wilkey, London; Mitchell Goodwin, Stoke-on-Trent; Colin Christmas, Essex; Kjetil Orrem, Norway; David Sargeant, Stoke-on-Trent; Stephen Dalton, N Yorks; Gary Tillet, Wellington; Martin Storkie, Co Dublin; Clare Pearson, Stoke-on-Trent; Craig Roberts, Essex; Mark Ward, Pwllheli; Jonathan Hardy, Cumbria.

Starlight

Keith Schorah, Essex; James Brightmore, London; Jeremy Siddall, Clwyd; Martin O'Connor; J Richards, Blairgowrie, Colin Pugh, Gwynedd; M G Stead, Herts; Kevan Gelling, Isle of Man; Erica Chessman, Hampshire; Anthony Griffin, Nottingham; Nathan Marston, Nuneaton; Alan Rae, East Sussex; Rodney Tregale, Slough; Robin Duerden, London; James Watson, Bucks; Sheldon Smith, Suffolk; Dax Cowan, London; Christopher Bungert, Germany; Lewis McGregor, Glasgow; Owen Williams, Bath; Elliot Burbridge, Leicester; David Stanworth, West Midlands; Mark Smith, Herts; Matthew Powell, Beds; Jody Townsend, Kent; Paul Gorman, Fife; James Fishcer, Cumbria; Robin Ball, Somerset; Ian McVicar, Clydebank; Simon Penfold, Blackwood,

Go with Gadget

Warren Bate, Lancs:Stuart Leach, Gloucester; E Soloman, Coventry; T Worrall, Preston; David Jones, Worcs; Wayne Smith, Merseyside; Roshan Meerun, London; Gary Crook, Herts; Allan Edginton, London; Ian Morgan, South Humberside; Alan Paul, Bucks; Keith D Ashington, Bradford; Adam Leigh, Hants; Philip Cape, Co Durham; Tony Bradshaw, Hull; Steven Allman, Halescott; Brett Patterson, Sheffield; Paul Hartland, Somerset; D R Clarke, Peckham; Richard Walker, West Midlands; Michael Harper, South Yorkshire; Julian Wake, Swansea; J Richards, Tayside; V Darlington, Shropshire; G Gilmour, Peebles; Keith Chilcott, London; Mitchell Goodwin, Stoke-on-Trent; Brian Brooks, Torquay; David Peller, Sheffield; James Aldis, London; Matthew Jones, West Glamorgan; G N Ward, Stockport; Jeremy Murray, Northampton; Philip Corbett, Warks; Craig Scott, Carlisle; Craig Broadbridge, Bath; Simon Icely, Essex; Alec Baxter, Switzerland; Aymen Mussad, Saudi Arabia; Daniel O'Riordan, Cheshire; M Drinkwater, Middlesex.

Bouncy – Bouncy

C+VG COMPETITION C+VG

Zing will go the strings of your heart as Thing springs back into action.

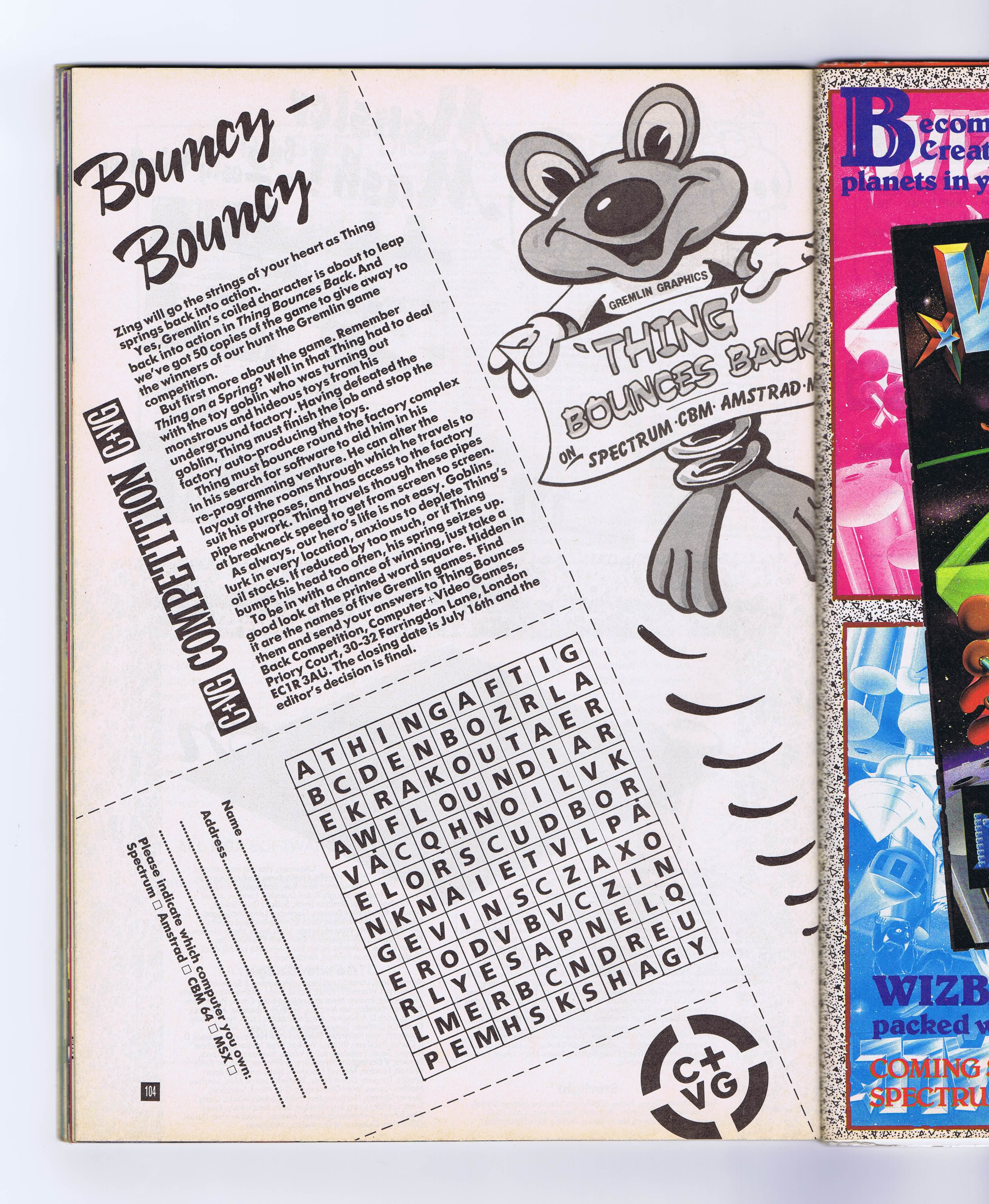
Yes, Gremlin's coiled character is about to leap back into action in *Thing Bounces Back*. And we've got 50 copies of the game to give away to the winners of our hunt the Gremlin game competition.

But first more about the game. Remember *Thing on a Spring*? Well in that Thing had to deal with the toy goblin who was turning out monstrous and hideous toys from his underground factory. Having defeated the goblin, Thing must finish the job and stop the factory auto-producing the toys.

Thing must bounce round the factory complex in his search for software to aid him in his re-programming venture. He can alter the layout of the rooms through which he travels to suit his purposes, and has access to the factory pipe network. Thing travels though these pipes at breakneck speed to get from screen to screen.

As always, our hero's life is not easy. Goblins lurk in every location, anxious to deplete Thing's oil stocks. If reduced by too much, or if Thing bumps his head too often, his spring seizes up.

To be in with a chance of winning, just take a good look at the printed word square. Hidden in it are the names of five Gremlin games. Find them and send your answers to Thing Bounces Back Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is July 16th and the editor's decision is final.



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E	K	R	A	K	O	U	T	A	E	R
A	W	F	L	O	U	N	D	I	A	R
V	Á	C	Q	H	N	O	I	L	V	K
E	L	O	R	S	C	U	D	B	O	R
N	K	N	A	I	E	T	V	L	P	Ä
G	E	V	I	N	S	C	Z	A	X	O
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SINBAD

Sinbad is the newest Amiga release in the Cinemaware range, from the people who brought you *Defender of the Crown.*

The game was not programmed by exactly the same people though, and it's easy to see. But, enough of this. Here's the plot.

One day the Princess Sylphani, a very pretty young lady, was about to give her father his early morning call, when she discovered something strange.

The Caliph had been transformed by some no-good, evil, son of a (*OK OK, we get the message — Ed*) into a falcon. And as the people would not be ruled by a feathered king, things looked bleak.

Sinbad was summoned by the Princess to see if he could shed some light on this unfortunate state of affairs.

After much consideration, Sinbad takes the Princess and her brother on a voyage seeking the answer to this riddle.

Sinbad first visits The Shaman, a very wise god-like man who is about the only person skilled in the art of turning falcons into people. Very handy.

He says that to release the Caliph, Sinbad must collect three eyes from three sisters, and the wing of a demon.

Not being the things you find in the local supermarket, this is going to be tough!

Sinbad can ask various people questions, and by collating information together, he can try to understand the Shaman's needs.

You find out the locations of the sisters by questioning the Caliph's ex-wife, Libitina. She has knowledge of the black arts, and can help you.

Libitina is also very evil. She will try to seduce you, and although you will enjoy it, it pays to be careful. But, having said that, you'll miss some wonderful graphic sequences!!!

Buy using pull down menus, as used in Intuition, you can easily move Sinbad throughout this magical world of witches and genies. A joystick is also required for the action sequences!

Sword fighting is the best, and it just goes to show what the Amiga can do. As you slash your opponent across the ribs, you get a realistic cry of pain, and blood flies everywhere, Great stuff!

The rest of the game is mostly text, but is well written and often amusing. I particularly liked the bit about cages made of whole trees!

While travelling about, you have the option of viewing three screens. These are:

The World — A map of Sinbad's world, which you analyse with a magnifying glass — a nice touch — to find your way about.

The City — This screen shows the hour glass, which displays the time limit, and also the amount of jewels collected.







Each screen must be used at some point, and you must also govern the Caliph's forces in defending Damaron, this adds to the strategy.

When you travel about the oceans, you may come across a shipwreck, another action screen. This entails you steering around rocks, and picking up survivors, who shout 'Thanks' in a muffled digitised voice.

If you hit a rock, the game is over, and so begins the tale of Sinbad's underwater adventures. . .

Still, it's worth croaking once, just to see death standing by the cinema curtains, scythe in hand.

Also, there are random features in the game, such as the ROC. This mythical creature will snatch crew members for its dinner quite unexpectedly.

With all these things against you, what do you have going for you, well there's Genie.

When found he will help you, but you only get the customary three wishes.

So far this all sound impressive, but what about graphics and sound. Well, the graphics are not up to usual Amiga standard, but they are quite colourful. At certain points in the game, it gets really blocky, and I don't understand this at all.

The lowest resolution is 320x200, which is the high-res on the 64, so why the chunks.

The sound, however, is totally different. A fantastic 'Arabian Knights' soundtrack fits the game perfectly, and the sound effects are fab too. I particularly liked the misic when you get seduced, real heavy.

So, the pics are pretty, the sound is amazing, and the control is easy as pie, but that doesn't make a good game. Playability is there, but the game is a bit easy.

I finished the game after five to six goes, and got to live happily ever after with the Princess. It turns out that it was Libitina who assaulted the Caliph's appearence, but I knew it all along.

Not bad, although not as good as *Defender of the Crown.*

Oh, yes Mindscape quote the word 'Adult entertainment' more than once in the instructions. As this cannot apply to *Sinbad*, does this mean we will be seeing 'X' cert Cinemaware products.

We live in hope. . .

GRAPHICS	7
SOUND	10
VALUE	5
PLAYABILITY	7

Amiga Special

STARGLIDER

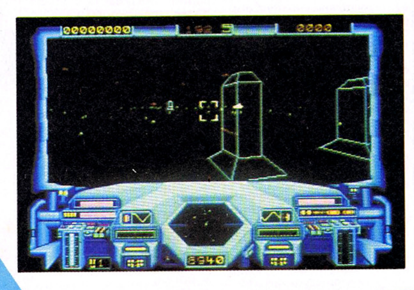
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Starglider, da, da, da, de, dum, do, do! Yeah, that famous 17 second tune, the colourful vector graphics, and digitised speech can only mean one thing . . .

And that's *Starglider*. The famous shoot-'em-up cum tactical game which first got the Atari ST noticed, has now, at last, arrived on the Amiga.







The game uses vector graphics, similar to those in *Mercenary* and *Battlezone*, although of a much higher quality.

Based around the accompanying novella, specially written by James Follet, *Starglider* is the story of Jaysan, and his attempt to destroy the Egrons' fleet.

Who are the Egrons? Well they're a nasty bunch trying to destroy your planet, and of course, you can't have that.

Flying your AGAV fighter in a manner similar to *Skyfox*, you will come across plenty of nasties to blow away. All displayed in lovely vectors and at this point you can do little else but marvel at what Jez San, the man responsible for this masterpiece, has achieved.

The Walkers walk convincingly around the screen, the Bute fighters dodge your laser blasts with amazing manoeuvres, and the *Starglider* flaps about in the most menacing way.

All this, and not a flicker to be seen. Incredible!

But enough about the graphics, let's get back to the game.

Being a shoot-'em-to-bits, *Starglider* is instantly playable, but you will soon find yourself being shot down time and time again, unless you think about what your doing.

Using the excellent novella, you must work out how to stay alive, refuel your ship and destroy the Egron flagship, Starglider One.

Starglider One, the orange bird, is mean and extremely tough. She has only one weakpoint, and it is this which you must expose if you have any idea about saving Novenia.

When entering the docking bay, you may be able to collect a missile. If this is possible, the screen will flash green and you will automatically have it. But, you can only carry two missiles at any one time.

The amazing graphics are accompanied by superb sound, which has been dramatically altered since the original ST version.

The game now features not only the original music, played whilst loading, but also a new stereo tune which is heard once the game has loaded.

The sound effects have also been beefed up, and are now sampled, giving a lot more realism to explosions.

The other vital ingredient which is of course the speech, courtersy of the lovely Miss Edgeley, has been made much clearer. So when you hear things such as 'Missile Launched' or 'Energy Low', it sounds as if Clare is right next to you.

Plus, all sound is in stereo, for a quick example hook the Amiga to your hi-fi, and fire to the left or right of the screen. The sound comes from the corresponding speaker!

The game also runs faster on the Amiga, which means you get faster lasers, and things don't slow down when there's a lot of action on the screen.

Even the options have been increased, you now get to choose between normal and self-centring sights, and there are several settings for fixed sights.

I must also mention that the game can now be played with a joystick, a special routine has been implemented which allows the stick to act like a 2-button mouse.

When you finally have your lights put out, you receive a status sheet as to how well you performed. The sheet consists of accuracy, shots fired and generally gives you a rating. The ratings are Rookie, Poor (That's me!), Fair, Average, Above Average, Accurate, Deadly, Super Flyer, Ace Pilot, and finally Commander.

I say finally, but there is one more rating. This is a very apt one for someone who scores this high.

When you get good enough to enter your name in the score table, you have the option of saving it to disk. This wasn't included in the ST version, but it means that your friend's score stays there until you top it!

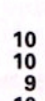
Starglider just goes to prove what I've always said about Rainbird, they are in the elite of software houses and are constantly turning out new and original material.

I also think they were lucky to find Jez, who has to be one of the best Amiga programmers around. He has taken the machine further than anyone else to produce what I call a true Amiga game.

All that can be said now is three cheers for Rainbird, three cheers for Jez.

GRAPHICS	10
SOUND	10
VALUE	9
PLAYABILITY	10





Silent Service

- MACHINE: COMMODORE/ AMIGA/C64/ST/800XL
- SUPPLIER: MICROPROSE
- PRICE: £24.95
- VERSION TESTED: AMIGA
- REVIEWER: CHRIS

Sonar reports distant explosions. Hmmm. Ok, up periscope and give me bow torpedoes one and two. Were going put this sucker under once and for all.

Hold her steady . . . FIRE! . . . and another goes to meet Davy Jones.

That could have been a scene from a John Wayne epic, but it was actually a true experience from *Silent Service*.

What's the *Silent Service?* Well it's what the Americans used to call the people who fought in submaries, those relentless old sea dogs who went up against the Japanese navy.

And, it's also the name of this truly wonderful simulation game, by those clever Microprose people. The simulation enables the player to become a WWII US sub Capt., and to fight some of the deadly battles that went on at that time.

Unlike most simulations I've come across, *SS* is very easy to operate. It's icon controlled, and although very complex, is explained very clearly in the accompanying documentation.

When you start, you can choose what sort of thing you'd like to try. There's Torpedo practice, Convoy actions and the main one, War Patrols. Each section is well presented and can be made extremely difficult, depending on the reality levels.

The reality levels are just one of the special features making the game very playable indeed. But what do they do? Well, one of the options is visibility, another Dud Torpedoes.

If you set visibility to limited, you can only see enemy targets in your area. This is more realistic than knowing where they are all the time, and as for dud torpedoes it speaks for itself.

Once you've completed several Convoys, you should attempt a war patrol. This involves following one of the accompanying maps, and patrolling the waters for Japanese war fleets.

The maps are vital as they show the path taken by various types of enemy craft, and they also enhance the excitement.

When playing the game, you use various Battlestations screens, which consist of a periscope, maps, a damage



screen, a dial and a gauges screen and of course the bridge. The bridge is the least important really, but where would you be without a periscope.

Once you've found the enemy, you will wish to give him an early retirement. When he is in range you can do this with either Torpedoes, the main weapon, or a four inch deck gun which is used for destroying already damaged craft.

Silent Service is extremely playable and fun, whilst giving an accurate account of submarine warfare, a must for every simulation addict.

Gunship, another excellent simulation, is being converted at this very mo, and I can't wait.



GRAPHICS	9
SOUND	9
VALUE	9
PLAYABILITY	9

Hacker

- MACHINE: AMIGA
- SUPPLIER: ACTIVISION
- PRICE: £24.99
- REVIEWER: CHRIS

The *Hacker* series just goes to prove what I've always said about Yanks, they can't do anything by themselves.

Once again, the amazing 'know it all' American CIA need your help, and you're just an ordinary guy, or gal.

This time, they interrupt you whilst you're browsing through the latest on-line software chart, and beg you to help them.

It seems the Russians (surprise, surprise) have some kind of notebook which contains the stuff that brings countries, worlds and galaxies to their knees.

Of course the papers are guarded in a maximum security building in Siberia, which isn't the world's hottest tourist spot.

Using a US satellite, you can get into the complex with your micro, and consequently control a droid which the Americans have managed to sneak in.

Using your micro, you have managed to tap into a security camera, and you are able to use this to look around. There are other cameras about, but you have no control over them.

But you may jam their signal, and run a pre-recorded tape past them, so you can step in front without being squealed on.

Doing this takes care, and you must match the camera signal time with the video exactly, otherwise you will be detected. When you are detected, the Russians send out a thing called the 'Annihilator'. You have probably guessed what this does. But it does it in a most humorous way, mashing your MRU over the head. The sound effects here are great, listen out.

So, we've got four displays on the screen, three cameras, and the fourth is the TGS. This is your guidance around the complex, and when you move it, it moves along as well, simple.

You are told that the papers are in a vault, which you will be able to find pretty quickly. However, you must first get the combination. This is in four or five parts, and each part is in a coded filing cabinet somewhere in the building.

You are given the code for one of the cabinets, and must work out the rest for yourself.

All this sounds pretty simple for the accomplished hacker, so to make life more enjoyable, there are messages which pop up every once in a while.

These range from "camera detection loss", which means you can't tell where the moving cameras are around the building, to "droid detection loss", meaning complete loss of your guidance systems. So much for American technology.

And that's about it, gameplay-wise. Just find the combination, open the vault, and choose the right papers to get home. But it's damn hard trying to do it.

The graphics are nicely done, with clear and precise shading on the little TV monitors, although their display is black and white.

All in all a good game, but nothing special. Computer hackers should love it though.

GRAPHICS	8
SOUND	9
VALUE	8
PLAYABILITY	7

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COMMODORE 128 datarecorder, disk drive, printer, 2 joysticks, freeze frame, loads of software, buyer collects from Wimbledon. Tel: 01-947 9751.

COMPUTER GAME Exchange Club. Free membership exchange your unwanted software, C64, C16, Plus 4, S.A.E. for details. C.G.E.C. 24 Hollywood Road, Bolton, Lancs, BL1 6HL.

SPACE INVADERS (Part 5) genuine arcade machine in original midway cabinet with coin slot. Very good condition. £185. Phone Steven on Oxford (0865) 64022.

SPECTRUM+, oringinal games, mags, currah speech, joystick and joyball worth over £800, sell for £190. Write to Darren, 173 5th Avenue, Hull. HU6 8EF, England.

COMMODORE 64 owner wishes to swap games with anyone. Please send lists + games to Darren, 173 5th Avenue, Hull, HU6 8EF, England. No callers.

CBM 64 games for sales. Black Wytch £4. Adrian Mole £4 and many more for full list send S.A.E. to Ian Thompson, Woodhead, Scaleby, Carlisle, Cumbria CA6 4LP.

COMMODORE 64 Disk drive, datacassette, MPS 801 printer and software worth £800 selling for £400 or exchange for Atari ST. Telephone 0925 31177.

CBM 64 owner wishes to swap latest disk/tape software. Send your list for mine to: Steve, 38 Hophurst Drive, Crawley Down, Sussex RH10 4UZ.

CBM 64 wanted. Send your list of what you have on order and the price wanted. Andy Elliott S9A Ampthill Rd, Maulden, Bedfordshire MK45 2DH.

48K SPECTRUM for sale + tape recorder + Kempston interface + over £100 games + lots of mags. Quick sale only £100 ring (01) 399 2063 (evenings).

BBC B OS1.2, d/drive (40/80) d/sided amx mouse, 3d Zicon, paint pot, modem+ b/board, software, replay tape to disc, rom cartridge system, speech chip, many discs, games, mini office II magazines, disc box, mouse mat, joystick, tape recorder, tapes. Cost £1400 sell for £800 o.n.o. call 04802 62645 and ask for Martyn.

HX22 MSX for sale — built in word processor, RS232 interface, software HXP570 printer plotter, new pens, excellent cond. £325 ono. Stevenage 356686.

AMSTRAD 464 with disc drive colour monitor speech. Synth plus over £1,000 of software latest game. Titles all for £400. Tel. Manchester 980 4667.

C64 GAMES for sale, all originals disk and tape. Prices £5 downwards. Contact Richard Gibson, Beech House, The Street, Earsham, Bungay, Suffolk (0986) 4396.

ACORN ELECTRON plus software pack, compilation tape and six Scott Adams adventure games. Sell for £50. Phone Barry 0985 213749. 6pm-10pm all week.

SPECTRUM 48K Interface, Quickshot II. Modem with 6 months Prestel subscription 100 games. All boxed with leads, manuals. Worth £1,000+ sell for £200. Phone (01) 788 3743.

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BBC B VOLTMACE 14 Delta B joysticks with adapter and program new costs £50 will sell £25. Phone Stewart on Dundee (0382) 736251.

CBM 64 to swap including latest programs. Send your list to DSS Solkikuja 6B9 54110 Lampikangas, Finland. All letters answered.

BBC B plus 40 track disc drive, printer, sideways ram board, loads of software, dfs, will split £450 the lot. Phone 0276 74424 after 9pm.

SOFTWARE for disk drive, will swap 40 originals worth over £250 for 1514 or similar disk drive for CBM64. Tel (0865) 64197 Jon Tewsfield, Netherwcoals OX3 8HF.

AMSTRAD MULTIFACE II owners. Run your programs independently! Send SAE for free details to S.I.G. Enterprises, Room 2, 101 Oxspring Bank, Sheffield.

SPECTRUM originals for sale at half price or less. Send S.A.E. for list to Mark Agar, 4 Muriel Street, Carlin How, Saltburn, Cleveland TS13 4DL.

AUSTRIAN ST owner wants to contact other ST owners for SW swap. Send list to: Michael Hoehenwarter Woebergassea A-1230 Vienna, Austria.

COMMODORE 64 software to swap on disk. Only new games. Write to: Thor Kenneth Berritzen, Dr. Holmsv. 66B 3250 Larvik, Norway.

BBCB 0.9DFS fitted replay tape-disk system, with original software, books, magazines and Kempston joystick. All boxed in excellent condition. Bargain £280. Many roms like view 2.1 also cheap. CBM64, Atari 800 and BBCB tapes and discs also available at bargain prices. Phone Mike on 01-476 7546 after 6.30pm for details.

SPECTRUM 48K £170; Spectrum 128K £200; both packs include microdrive tape recorder games, joystick and interface. Phone Leicester (0533) 402680 after 5pm or weekends.

SEX AND BONDAGE now your attention is assured send S.A.E. to A. M. Johnson, 26 Heage Road, Ripley, Derby DE5 3GE for list of Amstrad originals.

CBM 64 originals for sale including Miami Vice, Commando, LCP, now 2. Mercenary V, from £2! Will swap for disks. Tel: 021-373 5910.

ELECTRON GAMES for sale including Repton Snooker many more ring 0387 56318 and ask for Stewart come and see 22 Kirkland Road, Lochvale, Dumfries, Scotland.

110 VIC 20 games plus V1 + EN switch able 1616 ram super expander books. Data cassette unit £120 complete with Vic 20. Computer. Tel: 0772 35940.

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C64 OWNER wishes to swap software. Disc only over 500 titles including all of the new ones. All letters answered. All letter and lists to Paul Jones, 6 Primrose Way, Maesgwyn Estate, Wrexham, Clwyd LL11 2AT. North Wales.

WANTED intro to basic part II for Vic 20. Phone (0328) 72446 and bargain with Alastair or write 20 High Street, Wighton, Norfolk NR23 1AL.

£450 WORTH of CBM64 software for only £150. Contact Angel Lawrence after 5pm. Tel: 887407 or 137 Margam Road, Port Talbot GA13 2AB.

AMSTRAD owners, freedom fighters, plus race day, sensational value, send only £2.50 for tape, to Glyn Booth, 78 Princess Street, Woodlands, Doncaster DN6 7LU.

C16 OWNER wants to swap tape software anywhere in the world. I have 250+ titles. I promise every letter will get a reply. Send your new list to: G. Sweets, Van Wayenberghstr. 14, 1820 Strombeek, Belgium.

COMMODORE 64, two tape decks, joysticks, freeze frame, full zzap 64 collection £1,000 worth original games. Sell for £400 ono Tel Huddersfield 531496

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CBM64, Seikosha printer, 1541 disk drive, freeze frame Mk3, easy script, 300 games, data-recorder, joystick, books, reset switch. All for £280. Phone (0554) 770039 (Llanelli)

ACORN electron for sale with 39 games worth £390 brand new tape recorder leads and adaptor if interested phone 0639 891479 after 6pm

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AMIGA swap partners wanted send list or disk to Edwin Simonis Zwanenveld 35-40 65382k Nymegen Holland or call 080 448905. The web now on Amiga

CBM64 USER would like to swap games on disk. D. Collins 19 Sorocco Court York Yo3 7EF

ATARI 800 48K with free tape deck, games, books of games, and basic manuals runs all latest software, owner upgrading £50 ono Tel. 0276 25769

BBC B, Watford Dfs disk drive, tape deck, joystick lots of tape + disk software inc. aviator scrabble, Dunjunz + others books, mags. £400. ono. Redrute 13316

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CALLING St Freaks! sotware contacts wanted. Send latest list to, Paul Gaulton, 40 Percy Road, Handbridge, Chester, Chatez, All letters replied to.

CBM, 64 Plus C2N tape recorder and several top game inc. Gauntlet, Space Harrier, Arcanoid. Sell for £165 Jason Cafferty 51 Cambridge Road Fulbourn CAMBRIDGE CB1 5HH Tel: (0223) 881006

CBM 64 Compendium, C2N, joystick, music-maker over £200 of games 4 months old packed as new. Worth £350. Sell for £250 ring: 01-776-1212 evenings

CBM 64 software for sale worth £370. Sell for £185 or £5 a title inc sentinel super cycle first II gauntlet thrust phone 570-0804 ask for Matthew

INSTANT ACCESS is a new poke magazine for Spectrum MULTIFACE and DATEL SNAPSHOT units. Send £1.00 payable to C. Redgrave, 30 New Barton St. Salford, Manchester, M6 7WW

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FOR SALE: Atari 520 St, 500k disk drive, mouse and joystick. Also £200 worth of games and utilities including starglider, winter games, neochrome etc. Cost over £650 will sell for £325 or will swap for spectrum 128 + 2 and £150. Fairseat 823522 (Chris)

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AMIGA contacts wanted 3 Clover Court Murston Sitting Bourne Kent Me10 3QW England Tel 0795 77553 1 program in C

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ATARI 1040 ST system, monitor stand E1C. Colour. 4 months old. £900 Please phone 061 264 8435 after 6pm! Ask for Mike.

48K ZX spectrum, voice box, tape recorder, 18 games, leads ect. All for £70 or near offer. Phone after 5pm any day 368 0934

CBM 64/12B owner wishes to swap programs with people everywhere in the world. Tape only. Have many top games. Send lists to: Ole Bratt Birkeland, Vestlia 9, 1713 Gralum, Norway.

MAPS for spector games over 50 to choose from. Very cheap. Send for free list to Simon Richards 66 Wester Cands Road Wadebridge Cornwall PL27 7EV

1570 disk drive, quick disk +, 25 Unused disks £195 tel. (0253) 405355 (Blackpool)

FOR SALE: original spectrum games. For more details phone 440 3194 (London) or write to 65 Cat Hill East Barnet Herts. EN4 8HP.

WANTED C64 pen pals. Tape or disk. Send demos or lists to Chris Dootson, 124 Kitchener Street, St. Helens, Merseyside WA10 4LU England.

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CBM64 graphic adventures cavern of fear, treasure quest £1.99 for both send cheques PO's to Paul Ferris 8 Frankwell Drive Potters Green Coventry CV22FB

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ATARI picture disc packed with brilliant graphics screens, includes auto-picture fader. Also amazing digitized music disc, you won't believe your ears! includes two extra stunning graphics demos and free XL translator for your older software. Two discs, four sides full for £6.95 Post Free. P. Cunningham 11 Berwyn Avenue, Penyffordd, Chester, CH4 OHS.

AMIGA programs to swap, send your list or disks for an instant reply to: Paul M,52 Clifford Hicks Tower, Oliver Close, Leyton London E10 5LE

AMERICAN Penpal wanted to swap atari software if interested write to Rosemary Cassidy 10 Cottar St Maryhill Glasgow G20-ONL

48K SPECTRUM interface II quickshot II cartridge tape recorder lastset software gauntley fivestar hardguy many more. 36 inputs worth £450 accept £200 ono sae to Z Rawat 29 Berry St Coventry.

CBM64 games for sale 50p £5. Currah speech only £10. Will swap either. 16 cheapo's only £8. Tele. 0842 63621 after 5pm.

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AMIGA, VIDEO and C64 I'm heading for the U.S. next year, and before I get there I want all of you professional Amiga & 'sixtifour' hackers to contact me. I also wants European contacts on Amiga, VHS Video, and the C64. I have the very latest stuff — from U.K. Germany Belgium Holland Italy Denmark and the rest of the world. Call me on 47 05 51 28 14 or write to Torje Bjellas, 1st Avenue, Haugamoen WE, 5700 Voss, Norway.

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WANTED Toshiba HXMU901 keyboard for MSX. Will swap dragons and s/w for it also MSX games to swap. Phone (0256) 56956. Ask for Kev

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CBM 64 Software to swop. Many titles. Send your list for mine. Originals only. All letters answered. Write to: Adam Taylor, 7 Annan Court, Aspley, Nottingham.

COMMODORE 64 games for sale incl. Summer Games 1 & 2, The Gold Collection, Uridium, Paradroid & others. Prices between £2 and £6. Ring 0543 74382.

CHEAP STATIONERY. Both for computer and general use. eg. Disk labels, paper, pens, glue etc. For full list S.A.E. to Kelvin Brace, 34 Woodstock Road, Broxbourne, Herts. EN10 7NT.

SPECTRUM GAMES over £100 of great titles inc. Uridium, Green Beret, etc. Bargain at £40. Please ring Aberystwyth (0970) 3366 any time for details.

INTELLIVISION games console for sale + 10 games including voice box + cartridges, Offers. Also Sinclair Software for sale. phone Dronfield 417190.

AMSTRAD OWNERS over 18 required to send name and address, photograph to be included in computer dating agency. Contact Compudate, 21 Balfour Court, Kilmarnock.

BARGAIN BBCB with data recorder, joystick, and over thirty games including Impossible Mission, Exploding Fist, and Elite. Bargain at £275. Phone St Albans 69002 evenings.

GAMES COMPUTER Colecovision plus expansion module and games cost £200 will accept £100 real bargain perfect condition 0622 46401.

CBM 64 cassettes for sale, new and old, £3 or under, or £30 the lot, Terra Cresta, £3, Scooby Doo £3, etc. Phone 01-890 4954.

FOR SALE Spectrum maps and pokes. Most games maps and so many pokes its easier to list the ones we haven't got! Fast service, cheap and reliable. Send a large SAE to: DGC Maps, 385 Duffield Rd, Allestree, Derby, DE32 2DN. For details. Hurry!

25% OFF s/ware all new titles too many to list. Phone 0253 62891 ask for Paul for lists.

ATARI cassette users looking for US, UK, European penpal. Swap software etc. Write to Paul Morris, 4 Whittington Street, Neath, W. Glam. S. Wales SA11 1AW.

WANTED. Bards Tale 2 (Destiny Knight) must be original and complete, will swap for the pawn and borrowed time or buy. (Commodore 64) also I can supply excellent maps (ask Keith Campbell) or all 16 dungeons in the bards tale on 16 sheets of A4. For £2.50 (photocopying, postage etc). . . Carl Young, 128 Kingsthorpe Close, St Anns, Nottingham NG3 3BB England. Phone 0602 588907.

ATARI SOFTWARE and mags at really cheap prices send S.A.E. to Stu, 19 Lambourne Road, Ipswich IP1 6RX.

ATARI B205T Penpal wanted to swap software and tips preferably American or Canadian, British also. Just write and sned list to Alister Green, 8 Rockmount Park, Bangor, County Down, Northern Ireland. Phone 450579.

ROCKFALL. Great new machine. Code game for Sharp M2-700. Send £5.00 to Ian Smith, 121 Brookville, Drogmeda, Co. Louth, Ireland. Great value. More to come.

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AMIGA USER. wishes to exchange software and programming (C) advice. Andy, 52 Aston Avenue, Winsford, Cheshire. Tel (0606) 552568 Hi to Kirk and Derek.

COMMODORE 64 s/ware to swap or sell many new UK and USA games. Tape only, most are on super turbo. Phone Rob on (0606) 557455.

CBM64 OWNER wants to swop disk and tape. Please send your list for mine. John Lawrence, 1 Kingfisher Way, Marchwood, Southampton, Hants. SO4 4XS.

CBM 128 disk drive, cassette deck, expert + esm, lots of games + utilities, 3 joysticks, guaranteed for 4 years £440 ono. Tel. 075 785 611.

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ZX48K SPECTRUM ZX printer + spare paper, ZX Interface II + cartridge, Kempston interface, Quickshot II joystick, data recorder, software and magazines. All as new £140. Tel (0304) 363 424.

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CBM GAMES: Fist 2, Paperboy, Rock 'n' Wrestle, Strike Force, Force Cobra, Tarzan. Will swap wanted. The Image System, Cobra, Delta, Marble Madness, Quartet, Ring Marcus (0226) 382080.

CBM 128 disk. I am looking for strong swappartners all over the world to swap or to sell their newest software and games for the 64, 128, and CP/M. Please send for mine your list including prices. I own over 40 best business titles, and 35 best games including Gunship, Paperboy, Green Beret. Quickly letters answered.

Amiga Special

Amiga News

Hi, and welcome to the latest C+VG look at the currently growing world of 16-Bit Personal computers. We've already looked at the ST market, and have come to the conclusion that these machines are fantastic. Now it's the turn of the Commodore Amiga.

The Amiga's created a lot of interest and excitement since its launch in 1985. In the next few pages we're covering the latest new packages to appear.

▲ Tell me how you feel? Gutted! That's going to be the reaction of some existing Amiga owners now they've heard about Commodore's latest brainwave, the new Amigas. Commodore are introducing two new Amigas this year, the A500 and the A2000.

Billed as "The Ultimate Home Micro", this A500 machine is a cheaper Amiga, and about time too. The price I paid for my A100 was a bit



● **Amiga A500**

steep, but I'm glad to see that other people will soon be joining the Amiga ranks.

The A500 will sell for around £570. This machine will have 512k of RAM, (expandable to one megabyte) a built-in double sided 800k disk drive, and it will also feature *Kickstart* on ROM.

Inside the A500 you have exactly the same stuff as the A1000, except the chips maybe a different shape. This is because they have dropped the 'Proper Computer' look in order to make the A500 look like a C128. This is one feature which I don't like for one reason — the ports.

The ports on the A500 are in different places to those on the A100, which means some peripherals already available will not fit to it, this is a great worry for new A500 and existing A1000 owners, like me.

The problem for the existing Amiga owner is that if the A500 catches on, any new add-ons will be built with this in mind, not the A1000. This is immensely irritating as Amigas were not exactly cheap when we bought them.

The problem for A500 owners will be whether or not the hardware people will re-design their existing products to fit A500s, another worrying problem.



● **Amiga A2000**

The other new Amiga is the A2000, which comes with all the same graphics, sound and stuff as the other two, but it has a couple of new interfaces and an 'open architecture'.

This means that you can plug in various boards, one of which enables it to emulate a IBM PC.

The A2000 has more memory than the others, it comes with one megabyte as standard. This is mainly for the fact that it is a business machine, and you need lots of RAM. This can be expanded to a huge five megabytes.

The machine also comes with the usual double sided 880k drive, but it has room in the body for more drives.

So with all this being launched, there must be an Amiga for you. There should be about 300-400 titles available when the A500 hits town, more than enough to choose from. As for the A2000, it's already in the shops, selling for £1,259.

continued on page 114 ▶

Amiga Special

Amiga News

● **Deja Vu** turned a lot of heads when it first appeared for the MacIntosh, but Icom's adaption on the Amiga is fantastic. You're a detective who has lost his memory and has to find out what is going on in the 1930s world of American gangsters and corruption. Wonder what's behind that chair in the dirty apartment building? Don't type in a question or try to discern clues drawn on the screen — use the mouse to move the chair and look behind it. Deja Vu makes full use of colour and sound to enhance atmosphere. This combines with graphic realism to turn what could have been a run of the mill static adventure with pretty pictures into a real quest.

● Discovery: Trivia is an entertaining game despite being based on the two old ideas — platform games and Pac-Man. You control a male, or female earthling, a robot or an alien aboard a cargo ship that has had an accident. Its contents of alien animals has escaped and are running amok through the ship. All power is down as these little suckers have stolen the energy crystals and hidden them. You search throughout the ship, recovering crystals while avoiding the zoo-on-the-loose and their deadly energy draining touch. Only then can you refuel the ship and continue on your journey. Excellent animation, great colours and depth add to the feeling or realism. There are also neat sound effects. But what is there to make this more of a challenge? How about locked doors that need a correct answer to let you through? Speed and reflexes aren't enough. Knowledge of *The Twilight Zone*, comics, people and places are all vital.

● Electronic Art's **Deluxepaint** was a dream come true for would-be-artists. Now take all this power and add so many features that you can't list them all. The results? Deluxepaint II.

Name a feature. Zoom? How about a variable zoom resolving down? Or a "Fix" mode that turns the image into an unchangable background that can be drawn over without actually being changed. Then there's Stencil, which places drawings in front of, or behind objects. Four different colour cycles for animation effects meld with variable image sizing-increase the "page" to go past the screen, or eliminate borders when transfering to videotape. Turn a picture into a 3D perspective by setting co-ordinates and then simply clicking the mouse. Convert circles into spheres or pick up any odd shaped object and leave the background behind. And much, much more!

● Using icons makes for an easy time-but one of the most powerful features of the Amiga is the **Command Line Interface,** or *CLI*. This programs both abroad and extremely accurate control over every aspect of the operating system using keyboard commands. *CLI,* however, is not easy to use-but **Zing!** is. Zing! from Meridian Software creates a friendly space between the user and *CLI* in the form of "Hot Keys" which can access specific functions.

●**New Tek's Digi View Video Digitiser** takes the worry and complications out of transferring real images onto the computer screen. Used for C+VG's *Space Camp* feature (*January 1987*), the unit attaches to the parallel port and also to a black and white video camera. The camera then takes three pictures of the object to be digitised — one each through a red, green and blue filter. Software combines these into one colour picture which can be modified.

● Another way to go is with Commodore's **Genlock** This attaches to the RGB port of the Amiga and displays a real time black and white or colour picture of any incoming source connected to it, VCR, television and the like. The incoming image replaces the background colour and allows the overlay of computer images. Of course, the onscreen image can be altered as well as ported back out to another source. An exciting range of effects become possible, from real time movement with graphics on top to animation taking place in front of actual settings and landscapes. The *Genlock* is fully provided, with an RGB out port, a composite Video Out port, four inputs for audio and two outgoing.

●With so many things going on, additional memory becomes vital. One way to get a bit more comes free when you install the **Kickstart Eliminator Kit,** from CMI. These are a set of ROM chips which must be soldered onto the Amiga's motherboard. This can be a bit tricky, so best have it done by someone competent if you have any fears. But consider what you get once that's done. First, you now have no need to boot up the Kickstart disk, because all that 1.2 information is now raring to go within seconds of turning on the computer. Plus the 256K of special RAM used only for Kickstart is now free and available. But if you want a good chunk of RAM, than try the **Allegra E RAM** board from Access Software. The unit comes standard with 512K, and can handle an additional two megabytes. It easily attaches to the side with two screws in a few seconds (through the expansion slot), and even derives its power from the computer.

● Sound is something not to ignore, The Amiga can play great digitised effects, and you can create them with Applied Vision's **Future Sound**.

FS digitises sound sensibly and easily. The device is scarcely bigger than a paperback book, yet it manages to include a microphone input, the sampling device, an audio-in jack and volume control (a microphone is also included. The program displays a large screen which shows the image of the sound being sampled, and this image can be enlarged, segmented and dissected as well. Four voices are under independent control, and the sound rate is adjustable.

● An excellent companion to *DPII* is **Digi-Paint**, from New Tek. This is the first drawing program that takes advantage of Hold and Modify (HAM). This special moder permits a palette of 4,096 colours to be on the screen simultaneously, and enables images to become extraordinary. *Digi-paint* can take a 32 colour *Deluxe Paint 2* image and add to its range of colours, creating greater texture and depth.

Production Infromation:

ALEGRA E RAM UPGRADE:
Access Software
491 Aldo Avenue
Santa Clara, California 95054

AMIGA A2000/A500/GENLOCK:
Commodore Business Machines
1200 Wilson Drive
Westchester, Pennsylvania 19380.

DEJA VU:
Mindscape
3444 Dundee Road
Northbrook, Illinois 60062

DELUXEPAINT II:
Electronic Arts
1820 Gateway Drive
San Mateo, California 94404
Retails for $99.00

DISCOVERY/TRIVIA:
Microlllusions Software
P.O. Box 3475
Granada Hills, California 91344

FUTURE SOUND:
Applied Vision
1 Kendall Square,
Suite 2200
Cambridge, Massachussits 02139

KICKSTART ELIMINATOR:
CMI Creative MicroSystems
10110 SW Nimbus #B1
Tigard, Oregon 97223

ZING!:
Meridan Software
P.O. Box 890408
Houston, Texas
77289-0408

Money off PCW show tickets!

C+VG TOKEN 1

The 10th Personal Computer World Show

Here's another great exclusive C+VG offer! You can get 50p off a ticket to the **Personal Computer World Show**, being held at Olympia, London on September 23-27 if you rush this special token, together with the coupon to the organisers right away! Send your cheque or postal order for £2.50 the token and coupon to the PCW Ticket Office, 11 Manchester Square, London W1M 5AB. The PCW Show is the place where software companies traditionally show off their new games in preparation for Christmas — and you'll get to see the C+VG team and get a chance to enter our great Arcade Championship Challenge. Be there or be square! Remember you have to have ONE token per ticket.

C+VG/PCW SHOW TICKET OFFER

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____

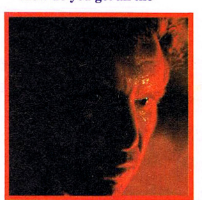
I enclose a cheque/postal order made payable to Montbuild Ltd PCW '87 for £______ plus ______ tokens

Bored waiting for the next *Indiana Jones* movie? Never fear, the computer game is here! Now you can replay all your favourite moments inside the *Temple of Doom* thanks to the new coin-op conversion on the way from US Gold. Let's take a sneak peek inside the temple to see how old Indy is taking to his new role as computer hero . . .

Indiana

Just how do you squeeze a mega-machine like the *Indiana Jones* coin-op into a teeny-weeny home computer like the Spectrum or Commodore?

How do you get all the colourful action and excitment of the original arcade machine into the measily memory of our favourite entertainment systems?



Well, you start by playing the game. Yup, it's that simple. You get hold of the original machine and play it until you know every last little trick it can throw at you. Then you do it all over again!

Then the blood, sweat and tears start as the programmers sit down to work out the code and graphic designers rip their hair out trying to make a Spectrum look like an arcade machine.

They all know that if they get it wrong, they will face the anger of games addicts like you, and a whole load of bad reviews in magazines like C+VG.

It often takes months for programmers to produce code that reproduces what you see in the arcades. Paragon are a relatively new development team rapidly making a name for themselves with projects like *Indiana Jones* for US Gold.

Head man Charles Cecil oversees John Prine, Spectrum and Amstrad, Chris Brunning, C64, Donald Campbell, Atari ST and graphics whizkid Tahir Rashid. This is the basis of the Indiana Jones team.

After a brief playtest of the game at their London HQ we at C+VG reckon you're in for a bit of a treat — especially if you're the owner of an Atari ST. *Indiana Jones* could just be the most playable ST game released to date. Big words? Well, just wait and see.

The game is set inside the Temple of Doom, the labyrinthine underground complex ruled by evil Mola Ram.

You'll remember that the climax of the movie takes place here as Indy attempts to rescue slave children from Mola Ram and his nasty Thuggee henchmen.

There's a fight through mineshafts, a desperate ride on a mine-railway and a battle in the temple itself. All this and more has been packed into the arcade and computer games.

Armed only with his trusty whip, Indy has to rescue five slave children, smashing the locks of their cages with a well aimed crack of the whip.

That whip comes in useful beating off the nasty Thuggee guards. If you're good enough you can lash them over the edge of a cliff. Otherwise your snake-like weapon simply stuns them for a while.

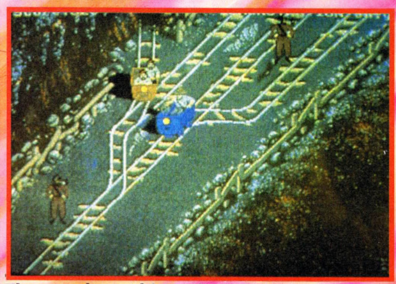
The children are locked in individual cages hidden in the various levels of the mine sequence. This is the first stage of the game. And Indy has to negotiate rickety wooden ladders and rock strewn narrow pathways.

Hit piles of skulls and snakes with the whip for extra points.

Make it through the mine and you're all set for the mad rollercoaster ride on the mine cart.

Chased by a mad bunch of Thuggee guards in a second cart you must take ALL the right turnings. Make a wrong move and the cart will end up in the sidings — and you truly will meet your doom in the temple.

Manoeuvre your cart so the Thuggee's end up in front of you and you can have a crack at them with your whip. But watch your back if they are



The arcade machine mine sequence.



Atari ST graphics.

Jones

preview



behind you — they are armed and dangerous.

Reach the end of the line and you come to the Temple itself where Indy has to grab the mysterious Sankara stones hidden beneath the monstrous statue of the god Kali. This activates the exit doors and our hero can escape. To what?

To do the same thing all over again, that's what. To complete the game you have to play the Mine/Railway Maze/Temple sequence three times before you reach the final challenging screen.

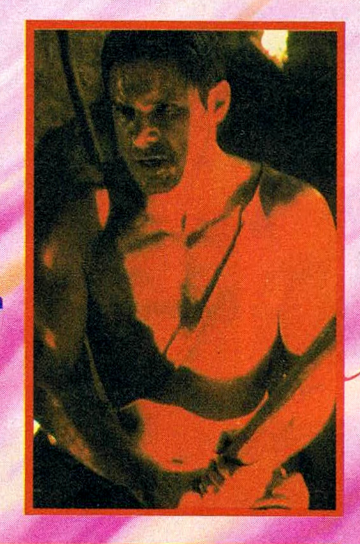
Remember the bridge sequence from the movie where Indy has to fight off hundreds of Thuggees on a rickety rope bridge suspended over a deep, deep chasm?

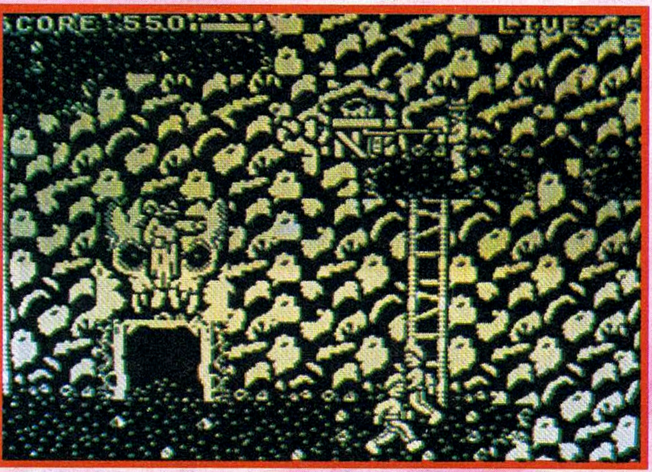
Well, that's what you get here. Fight you way across the bridge — beating off the final assault from Mola Ram, and you can consider yourself a REAL hero.

Charles and his team at Paragon set out to bring you an entertaining and accurate representation of the original arcade game. We reckon they've done just that.

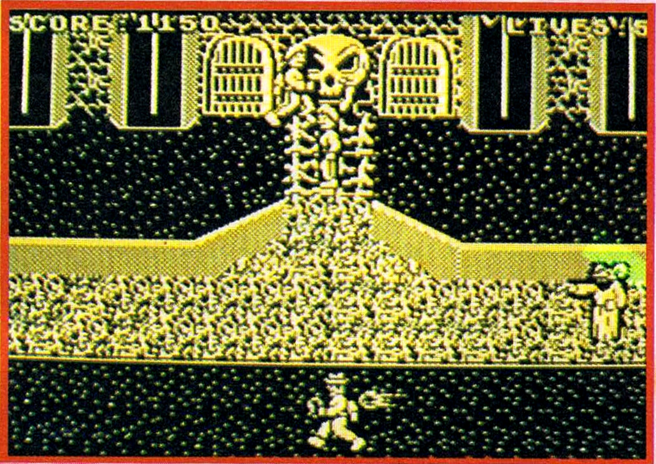
Indiana Jones and the Temple of Doom should be in your favourite software store next month. Go for it!



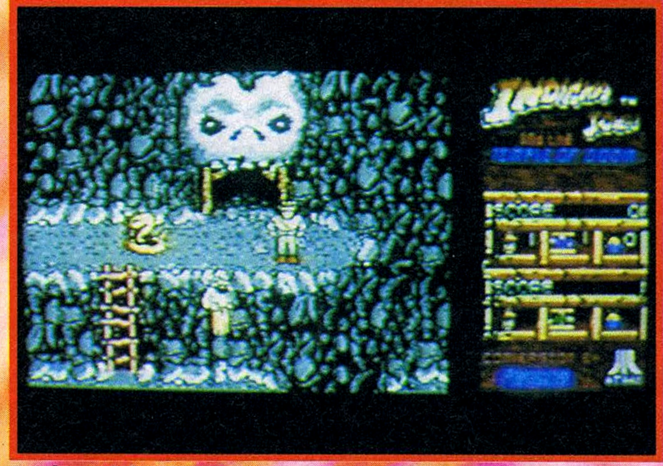




Indy saves a Spectrum slave.



Mola Ram attacks inside the Temple.



Indy with ST snake.



Indy saves an ST slave.

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Doral Country Club – the great Blue Monster where there's almost as much water as grass to overcome.

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ACCESS

EUROPEAN COMPUTER

In honour of the outstanding excellence of this, the ultimate golf game, U.S. Gold have organised a competition to find the European Computer Golf Champion of 1987. In every World Class Leaderboard game there is a scoreboard. Practice your skills, test your courage and then play your best possible round on the Ultimate course – The Gauntlet – Record your best score, have it verified by an independent witness and send it to U.S. Gold. Novice, Amateur and Professional – there's a prize for each:–

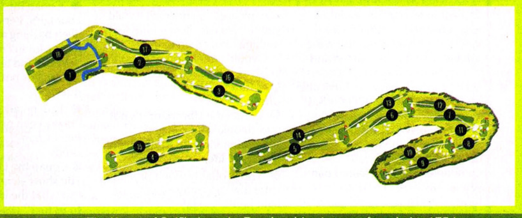
Golf Challenge

U.S. Gold proudly present the final challenge in the Leaderboard series – World Class Leaderboard – the Ultimate test of your skill and judgement, the unparalleled successor to Leaderboard and Leaderboard Executive. Now you have the opportunity to play the same courses that have challenged golf's greatest legends, three famous and classic 18 hole golf courses in which each hole is authentically reproduced for distance, traps, trees and water hazards.

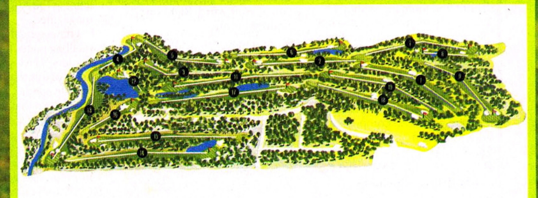
- *St Andrews*
- *Doral Country Club*
- *Cypress Creek*

And the fourth, the "Gauntlet Country Club" has been specifically designed for the "World Class Leaderboard" challenge – only those who can master the testing conditions of the best golf courses in the world will come near to mastering "The Gauntlet".

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screen shots from CBM 64/128 version

CBM 64/128 £9.99 TAPE £14.99 DISK
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When all entries have been received – closing date 31st September 1987 – the top four players at each level will be called to a central venue to play-off for the title European Computer Golf Champion 1987 and receive their trophies and prizes.



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

Mailbag.

Computer + Video Games
30-32 Farringdon Lane
London EC1R 3AU

He's big, he's bold, he doesn't care who he upsets. He's Conan the Librarian, a musclebound hero who crawled out from behind the skirting board in C+VG's offices and demanded to write the replies to your letters. And who are we to argue with someone with a six foot long broadsword? So it's over to our new barbarian buddy!

● I was interested to read the letter concerning compilation tapes. Here are my points on the subject. Being unemployed and maybe one of your older readers (21); I can only afford to buy either budget games or compilations. I won a CBM64 and am fairly new to computers. What I would like to see though, in the way of compilations, is software companies releasing games of a year or two years old. I know I have missed lots of good games only having a machine for nearly a year, and I would love to get some of the old classics, but sadly I cannot find them in the shops. Shops only seem to stock the latest title or those of two/three months old. If you could persuade companies to release older games on compilations, I for one would be very happy. This also gets over the problem of putting recently released games on compilations.
Wayne yeadon
Bradford

● **. . . and with you Wayne! Good luck with the job hunting.**

● I am writing to congratulate Elite on their excellent service concerning your free game offer when subscribing to C+VG.

I sent off my subscription enclosing £5 and said that the game of my choice was *Ikari Warriors*. After about two months I had received nothing but the magazines, so I wrote to you aksing what had become of the game. Very shortly afterwards I got a letter from you saying that you had put the matter in Elite's hands.

Only a few days later *Commando* arrived in the post with a note saying that *Iari Warriors* was to be released in the summer and that it would be sent to me then. So Elite have taken the liberty of sending me the game *Commando* free of charge due simply to the summer release date of *Ikari Warriors*. As you can imagine I was very pleased to find that I would be getting two excellent games for nothing rather than one.

I would just like other people to know of this superb service.
D N Tattersall
Cheshire

● **Conan the Librarian: it's not may people who can get something for free, from 'thrifty Steve' at Elite.**

● You probably won't print this letter (ha!) So I may as well stop right here . . . Ha!
Andrew Blair
Glasgow

● **Conan the Librarian: we took you at your word. Right on Andrew! (ha).**

● As a reader of C+VG, I expect to dine in a plethora of interesting articles and reviews on computer 'games' and related topics. What I do not want to read are the utterly irrelevant "thrash metal" LP reviews in your new "music mayhem" column. If you must feature music, then review something new and original and not this outdated metal stuff. If you can't do that, then please leave the reviews to the specialised music papers. Besides that you've got a great read. Keep up the good work.
Stuart Gorland

● **Conan the Librarian: anyone out there got any suggestions on what music to feature?**

● I've never had cause to write to you before as I've found your magazine excellent ever since the first issue.

But, when I saw the section marked 'music' in the index I thought 'great' a section on computer music. Maybe a program or two to type in, but what's this a music page all about heavy Metal. Absolutely ridiculous. Look if I'd wanted to read about heavy rock I'd go and buy *Keranng* or whatever. Anyway, your *computer* mag is not a heavy metal/rock mag. A complete waste of a page if you ask me.

I really feel strongly about this. DON'T DO it again please. Don't spoil a great magazine.
Ian Marley
Birmingham

● **Conan the Librarian: no apologies. Personally I think that alien bashing and head banging have a lot in common . . .**

Write and tell us what you think. To bang or not to bang, that is the question.

● I am no arcade addict. Nor am I crazily keen on home computers.
Peter Chan
Leeds

● **Conan the Librarian: had to cut you short — immediate thought is "so what the hell are you writing to us for?" It's a tough old world, Peter . . .**

● I am writing in reply to 'Anon's' letter in the April issue of your magazine.

I have repeatedly read in the mailbag pages the term "younger readers". Five year olds? Do the users of this term think that eighty is middle aged?

I believe that the light-hearted approach of C+VG a appeals to both the young and the old. As some obscure Chinese sage once said "Man who have no sense of humour, age before his time" (profound eh!)

As to the argument about Microsell; even if *some* of your advertisers are called "Pirates" *all* have the right to be given the benefit of the doubt. Besides, it would be impossible to check all the hundreds of applicants wishing to advertise.

I would be most glad to see the absence of further letters from "wrinklies" like Anon who, I hope, are in the minority who prefer a more 'businesslike', (boring) approach to computing.

Keep goping C+VG — you're doing a great job!
Stephen Bamford
Derbyshire

● **Conan the Librarian replies: our Editor's a wrinklie, but is soon to become a "shrivelly" . . . but don't tell anyone I said so. It's more than my job's worth!**

● Please may I through your wonderful magazine inform all your readers about a Spectrum club that's just for them. It's called the computer Games Club. Due to the successes of our ZX81 club last year which is still doing quite well, we have decided to start a Spectrum club for 48, 128k and +2 users.

You pay one membership fee which lasts for one whole year and for that you will receive a free cassette which contains three great games when you join, plus four newsletter, four club magazines throughout the year and the chance to communicate with other Spectrum owners all round the world.

The newsletter will contain all the latest news about the software world upto date. The magazines will contain: news, reviews, playing tips, pokes, competitions, top ten games chart, letters page, penpals page, etc. If readers would like full details about the Spectrum or ZX club then write to me at the address below and state which club you are interested in.
Steven Howlett
Computers Games Club
24 Beacons View Rd
Clase
Morriston
Swansea SA6 7HJ

● **Conan the Librarian: that's enough Steven. I believe this is what they call free advertising.**

● I think your magazine is pretty good, and where I live it is also very popular and very diffcult to get a copy of. When I do obtain a copy however, I usually enjoy it immensely, but I do have a few minor complaints to make.

1. Your competitions totally hack me off. By the time I buy a copy the competitions are all well finished which makes it impossible to enter.

2. The mailbag page is pathetic, all it seems to be is a few pages set aside for various readers to abuse each other and to see who can write the stupidist letter!!!*

3. In the November issue 14 of the 29 reviews were written by Tim. Tell this Tim that unless he stops pulling rank onthe rest of you reviewers that you'll go to the union. I'd like to seem some

reviews from the lucious Lesly as well (*Conan: trouble is Carl. Tim's pretty bit around here, beaten only by Garry. Luscious Lesly's hands are tied!*)

That's about all I can think about to moan about at the present time so this loyal C+VG fan is signing off from down-under.

Carl Wolfenden
New Zealand

● ***Yours wins hands down Carl!**

● I am writing to thank you and US Gold for the absolutely and tremendously and fantastically and of course amazingly brilliant *Xevious* arcade machine that completely bowled me over when it arrived with C+VG and US Gold representatives. What can I say? Well I could run down the street shouting at the tp of my voice "Yippee", but I've already done that. So, I'll jsut grab my copy of C+VG and stare at my picture in print for ages. In all my life I have never had the luck to win a compeition of this immense magnitude (well, it was to me) and so I feel mighty chuffed at the outcome. The thing that makes it even more MEGA is the fact that I won a BRILL machine from a BRILL magazine. I can safely say that yours is at the top of my list and I hope beyond hope that C+VG stays up front.

Roy Lewis
Lancashire

● I always buy and read your magazine. It's just the best for guys like me. I mean game freaks. I have got a few questions for you.

First, I want to be a member, so that I don't have to go to the shop and find that it is sold out. So what must I do to join and how much will it cost? Second, I want to ask why you don't write more about Atari 8-bit, especially when you review games? When I read your mag I like lots and lots of reviews.

Third point — you are a magazine for computer games, and you all like good games, but I've never read before about the Sega Master System. I have had this now for four months and it is the best game computer I have seen. The graphics are really good and so is the sound. why don't you write about this computer?

Bart Trommelen
The Netherlands

● **You sound like man in need of a C+VG subscription, Bart. Imagine the world's greatest computer games mag thudding through the letter box every month. No more dissapointment. No more tears. It will cost you £28.50 pence for 12 months. Just write to C+VG's Subscription department at our London address and make sure your cheque is payable to Computer and Video Games magazine. We are trying to improve our Atari 8-bit coverage. Honest. We've got a new reviewer, Jerry Muir, to check them out. The Sega hasn't been released in the United Kingdom yet, Bart. When it is we'll be reviewing the games for it.**

● I think your mag is brill! I also think you should put the *Pen Pal* page in more often as it is a great idea.

I read in a recent mag that *Gunship* is available for the Atari 800XL. Is this true? If so how much will it cost on tape in Ireland? Please put me out of my misery and answer these questions.

Shane Cormican
Co Dublin

● **Conan the Librarian: The Atari 800XL *Gunship* won't be out until sometime "in the summer," according to a velvet-voiced MicroProse lady. No news on the cost yet. It should be worth waiting for, though.**

● How do you do? I am a MSX user from Lincolnshire and I am wondering why you at C+VG never review MSX games. Oh, you might mention in the review that there is and MSX version about, but why do I never see the words Version Tested: MSX.

Do you own and MSX at C+VG? If so does it have a plug on it? If it does have a plug on it do you know how to switch it on? I would gladly teach how to use and MSX, where the most important thing being how to use those fantastic Konami cartridges of which there are so many about. These cartridges are of top quality and deserve to be reviewed. It is a pity they're not out for the other machines, as cartridges or indeed in any other form — which is probably your excuse for not reviewing them.

Still, there is always Tony Takoushi on the back page who enjoyes a Konami cartridge from time to time. Please answer this letter, or do I have to move to Japan?

D R Johnson
Peterborough

● **Conan the Librarian: Yes we have got an MSX. We have got an MSX reviewer. And if you look through this issue you'll find MSX reviews. So there's no need to move to Japan.**

● I think you ought to have more coverage of computers such as the Electron as they did sell a million at Christmas. Also you ought to publish all the Microsell you get because sometimes I find that more interesting than the actual magazine.

You should cut out the comic strips and put all the advertising in one section. The reviews also should be in one section. Sometimes, I feel that there ought to be more reviews for the Electron, BBC, Vic, Oric etc., and less for the Amstrad and Spectrum as I find it a bit off-putting when I open a computer magazine and find it full of information for other magazines.

I like the idea of Arcade Action and Next Month on the back pages. I just have one more point to make — that is the Software Chart. I think that is a good idea, but once again you should have a chart for my computer.

I know you will not publish this letter as it is not excatly a compliment.

Julian Tubbs
London

● **Conan the Librarian: Glad you enjoy the microsells, Julian. Even if we wanted to we couldn't put all the adverts into one section. The way a magazine is produced it makes it impossible. The reviews, however, do tend to be altogether and we do carry quite a few for the BBC and Electron. When was the last time you saw new Vic or Oric games, Julian? We can't remember. We dropped the charts because they are out of date by the time you get to read them. It's one of the problems of producing a monthly mag.**

● I have been reading your magazine since November and have found that it is the best all round mag available.

I am the owner of a Spectrum+ which I have had since they first came out but now I want to get an Atari ST. I am mainly a games player although I do own and use a Kempson mouse with Art Studio. I know nothing about STs, so I was hoping maybe you could send me some information. I will have a maximum budget of about £300 and definitely want a disk drive.

Danny Beard
Chesterfield

● **Conan the Librarian: You want to know about STs, Danny. Then read last month's 12 page ST spectacular. There's no doubt it's a great machine at a good price. The Editor keeps cuddling ours.**

● I am enquiring about the computer game *Exploding Fist II*. My cousin and I finished this game in two days. In the rules of the game it states you will encounter water monsters, snakes and other creatures. Well, this is not so as



Mailbag.

Computer + Video Games
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we've said. We've cleared it. I would like to know if any other CBM64 owners has seen any of these creatures.
Chris Jenkins
Glasgow

● **Conan the Librarian: Well has anybody seen water monsters and snakes in *Fist II*? Let us know.**

● This is my second letter to you and yes another 28p down the drain. I am one of the zillions that are loyal and friendly — in other words I am an Atari user.

There are loads of games to be reviewed, so please give the Atari a better place in your mag.

Now that's off my chest I would like to complain about Mastertronic. On nearly all their games, the screen shots on the inlay of the cassette are from another machine, giving a false impression to the buyer.

Now onto your mag again. Could you start a tip's section on the arcade games? We gamesters need tips — before we crack up. It could take the same format as the adventure Clues.

One last point, where have the charts gone?
Karl Morris
Co Wicklow

● **Lots of companies use screenshots from, say a Spectrum game to promote a Commodore or Amstrad conversion. It's annoying but probably done to cut down on packaging production costs. The best way round it is to ask to see the game before you buy. I've already explained about the charts. Hopefully, Karl, the free arcade booklet which you've no doubt already discovered fixed to the front of last month's C+VG will have gone a long way to meet your demand for more arcade stuff. And talking of arcades . . .**

● I am writing to you as I have a query and I feel that you are "in the know" on this topic. I would like to know where I could buy and arcade machine and if possible the addresses of some of the big names like Sega and Konami. The reason why I am asking is that I set myself the task of buying a *Space Harrier* arcade machine — I fell in love with it last summer — and knowing that Tony T owns six arcade machines, I thought that you would know.
JKM
Surrey

● **Conan replies: It is possible to buy old arcade machines but it's not that easy to find out where you can get them. Ask at your local arcade. Although they probably won't sell you the machine they may be able to tell where they send the old ones. But be warned. They aren't cheap. The price would obviously depend on popularity, age and condition. But our sources suggest prices would start at several hundreds of pounds. That sounds a lot but you must remember new arcade machines cost at least a couple of thousand.**

● I'm an adventurer and I'm afraid to say that Keith's pages are getting BORING! Where are the exclusives, where's the news of latest releases we used to get? Has Keith lost interest?
Frank Gilbert,
London.

Conan replies: What a wally! KC lost interest? You must be joking! C+VG's adventure pages are the best you'll read in ANY mag.

● Will you PLEASE do something about your magazine! I've got nothing against C+VG apart from the fact it's published monthly — I've got nothing to read in between!
Jon Copeling,
Merseyside.

Conan replies: You want a weekly C+VG! Don't you realise how difficult it is to get Craig out of bed long enough to do a monthly? Still, what do the rest of you reckon about a weekly games mag?

● I have just got my hands on a copy of the June issue and in your Arcade Action Special it says "More details about Atari Road Blasters when it reaches the UK" I've got news for you — it already has! I played the game at Butlins Holiday World at Minehead, Somerset during the week May 9th-15th.
Dominic Rackstraw,
Bracknell.

Conan replies: Don't you just hate smarty-pants letter writers like this!



Pen Pal Page.

● *I am a 22 year old Spectrum owner living in Spain. I would like to have a penpal from any country. Please write to me.*
Carlos Jauier Alonso Taus
Jeronima Zaporta 12,4 A
50720 La Cartuja Baja
Zaragoza
Spain

● *Salut les mecs! I am a 17 year old Atari 520 ST owner and I am seeking pen pals all over the world (except France). Please send your letter to*
Franck le Grand
93 rue Hoche
29200 Brest
France

● *Stuck in Germany with an Amstrad CPC computer? Then join the WACCI German branch. For more details write to:*
WACCI
Wilfried Claus
Enzianstr. 10
7464 Schomberg
West Germany
or for Amstrad users in Britain write to:
WACCI
Dalvid Halligan
46 Ben Nevis Road
Birkenhead
Wirral
L42 6QY

I am an Australian CBM 64 owner who would like to get in touch with someone else who loves computer games and adventures. Waiting to hear from you.
Kieron Morgan Caine
33 Moody St
Cairns Qld 4870
Australia

● *I am a 17 year old Spanish Spectrum 48k owner who would like to swap letters, maps pokes etc with any owners from all over the world, but preferably with owners from the UK and USA. I promise to respond to all your letters.*
Marc Duch Navarro
11 de Septiembre 3, 3rd, 2nd
08750 Lins de Rei
Barcelona
Spain

● *We are two C64 owners aged 16 and 15. We would like to get in touch with any C64 owners. Unfortunately, we only have a datasette and printer. So, we would love to hear from any females (mainly) or males wanting some Aussie pen pals.*
Mick and Eddy
14 Coliver Rd
Shepparton 3630
Vic
Australia

● *I am 16 and French and would like to correspond with any of your readers who own a CBM 64/128 with floppy disk. I speak French and English.*
Tadyszak Stephane
3 rue dr Deubef
70200 Lure
France

● *I would like to exchange hints and tips with any Amstrad CPC 6128 owners particulary from England. I am 16, and French.*
Patrick Fabre
62 Boulevard Carl VOGT
1205 Geneva
Switzerland

Hi, my name is Mark and I am interested in corresponding with anyone in the world about the Commodore 64 and of course to write about something other than computers.
Mark Bergers
Fazantstraat 27
5301 SB
Haltbammel
Holland

● *Calling all Maltese and foreign MSX owners who read C+VG. Do you want a Maltese pen pal? If you do then write to me.*
Hubert Micallef
Rose House
Guze Dimech Debono Street
B'kara
Malta

● *I am an 18 year old Norwegian boy who would like to have a pen pal any age, any country. I am a great fan of all sorts of games, but, mostly I prefer shoot 'em ups.*
Ole-Petter Pedersen
9050 Storsteinnes
Norway

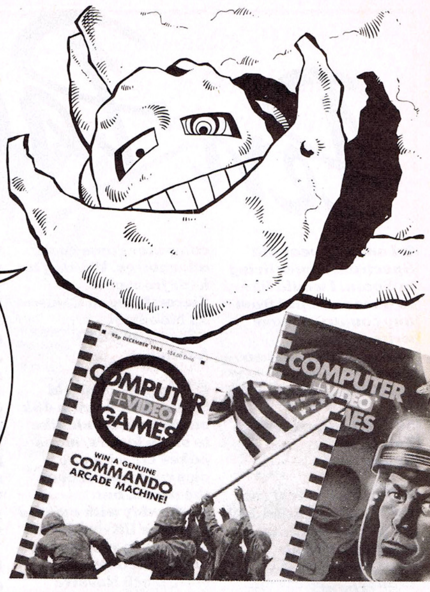
● *I would like to correspond with C64-128 owners. I have a C128 computer and a 1541 disk drive. I receive lots of news here in France and also from Germany.*
Avonture Pascal
59 rue Marcel Henaux
59240 Dunkerque
France

● *I am the owner of a CBM 64 and 128. I have lots of software and would like to swop hints and tips with other CBM owners all over the world.*
Cheah H C
1-B Lorong Delima 10
Island Glades
Penang
Malaysia 11700

● *I am a 16 year old boy and I own an Amstrad CPC 6128 and cassette player. I would like to have penpals all over the world.*
Kyriacos Kyriacou
D. Voutyras St
Nikis Court 9, Flat 21
Nicosia, Cyprus

● If you wish to reply to people who live in this country then please send your letters into C+VG and we'll forward them onto the people concerned.





I BUY C+VG EVERY MONTH. IT COVERS ALL COMPUTERS. THERE'S MORE GAMES REVIEWS, BETTER COMPETITIONS, FREE POSTERS. GREAT HINTS & TIPS AND THE BEST ADVENTURE COLUMN IN THE WORLD . . . OH AND IT'S GOT MY PICTURE IN IT!

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Big Red has either stamped on my local newsagent or Mellissa has run off with him. Either way I'm having trouble getting hold of my monthly copy of C+VG.
Please help.
Signed *Desperate*

Editor's Reply,
I'm afraid Big Red can get a bit out of hand, and as for Mellissa well there's no accounting for taste. To ensure you don't miss a single copy of C+VG, why not take out a subscription. We guarantee that you'll receive 12 months' issues, posted direct to your door on the 15th of every month.

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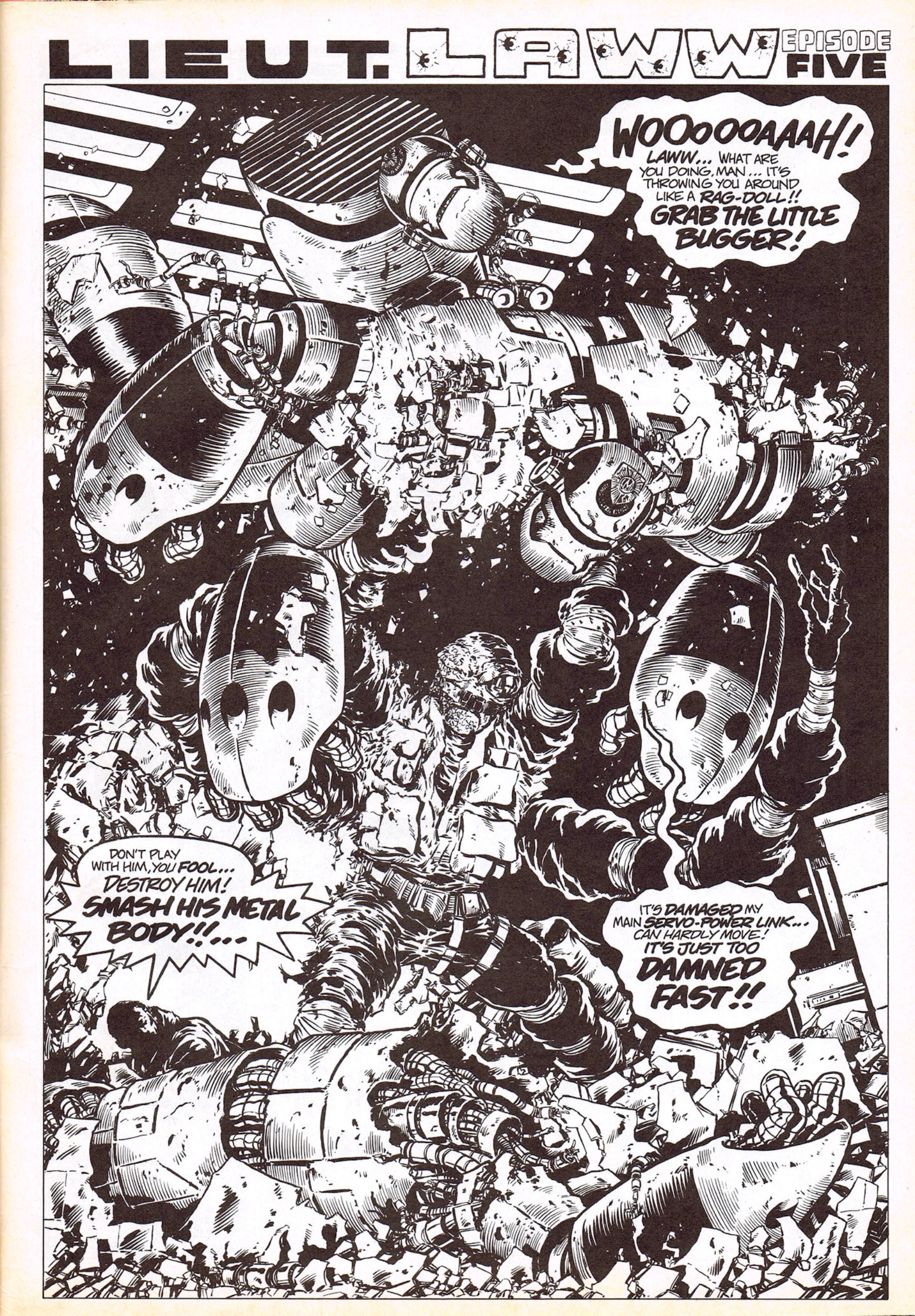
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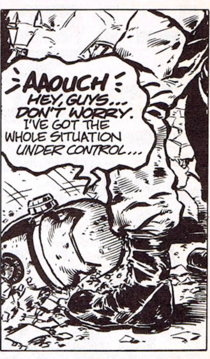


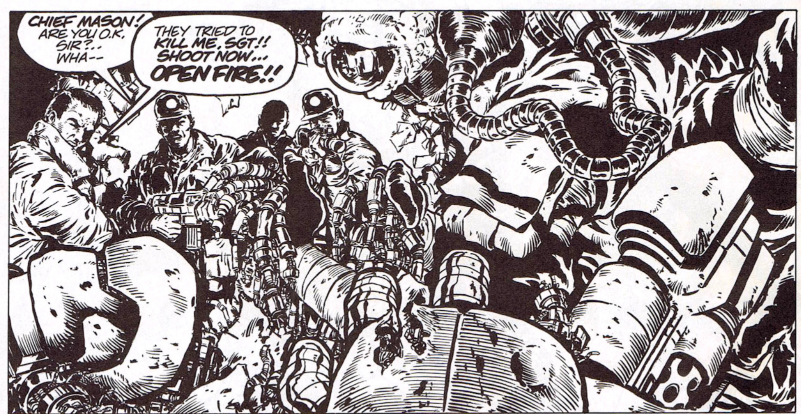

LIEUT. LAWW
EPISODE FIVE
WOOOOOAAAH! LAWW... WHAT ARE YOU DOING, MAN... IT'S THROWING YOU AROUND LIKE A RAG-DOLL!! GRAB THE LITTLE BUGGER!
DON'T PLAY WITH HIM, YOU FOOL... DESTROY HIM! SMASH HIS METAL BODY!!...
IT'S DAMAGED MY MAIN SERVO-POWER LINK... CAN HARDLY MOVE! IT'S JUST TOO DAMNED FAST!!


AW NO... LAWWWWW
OOKF!


HEY, UGLY! STOP PICKING ON HIM... YOU WANT A REAL FIGHT, I'LL TAKE YOU ON... EVEN WITHOUT A BODY...


...WADDAYA SAY, BUG-FACE...? NOT SO BRAVE NOW, EH...


AAOUCH
HEY, GUYS... DON'T WORRY. I'VE GOT THE WHOLE SITUATION UNDER CONTROL...


CHIEF MASON! ARE YOU O.K. SIR?.. WHA--
THEY TRIED TO KILL ME, SGT!! SHOOT NOW... OPEN FIRE!!






AARGH!



SKRAAAK



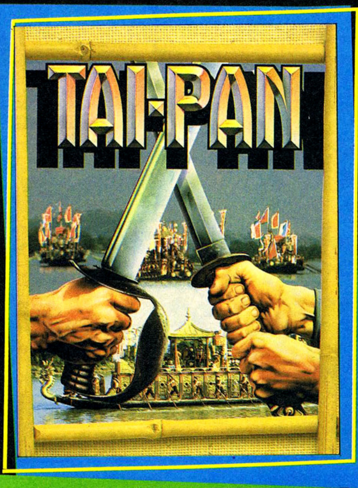
HEY, SOLDIER... LT. SPILLANE'S HEAD..?
WE FOUND HIM, SIR... HE... ER... SAYS HE'S O.K... WHAT HAPPENED IN THERE, SIR?..
I'LL TELL YOU LATER... FIRST.. POINT ME IN THE DIRECTION OF THE MACHINE SHOP...



...I THINK I NEED AN OVERHAUL..!

END

THE ART O

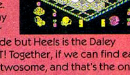




From the author of SHOGUN, James Clavell, comes **TAI PAN** and a terrific new game packed with action and stunning graphics. TAI PAN is the exciting story of a man and an island. Become Dirk Struan – a pirate, a smuggler, a manipulator of men achieving riches beyond imagination. Enter a world of blood, sin, treachery, conspiracy and murder – a game of Grand entertainment!

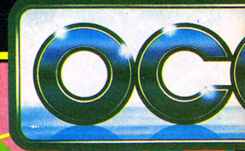


Authors of No. 1 Blockbuster, Batman, Jon Ritman and Bernie Drummond present **'Head over Heels'** – Hi! My name's Mr. Head. Some say I'm the one with the brains but I don't think my flat footed friend would agree. I'm a real sharp shooter, but without my pal Mr. Heels I'd get nowhere fast . . . or slow! I can jump like a flea and even glide but Heels is the Daley Thompson of the two of us – he's FAST! Together, if we can find eac other, we really do make an awesome twosome, and that's the only we can overcome the emperor Blacktooth.



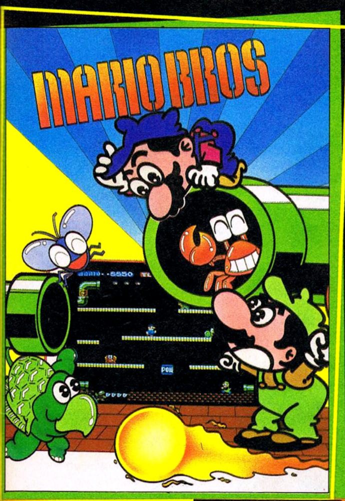
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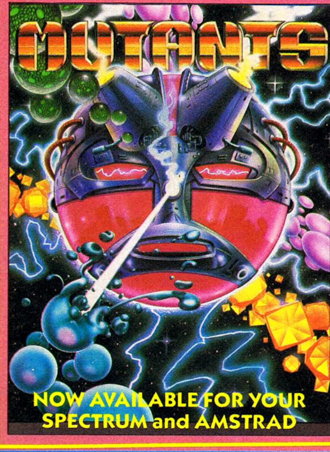
Screen shots taken from various computer formats.



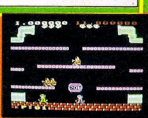
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OF GAMES





Now hot from the arcades comes Nintendo's Mario Bros for your home computers featuring Fireballs, Sidestepper, Fighterfly and of course – Mario and Luigi! Flip those pests and kick 'em off the pipes, but don't lose your footing on those slippery floors. Play as a team or against each other; either way you're in for a scream with Mario and Luigi – the **MARIO BROS.**



I took on the Mutants knowing I was armed to the teeth with missiles, mines, torpedoes and more . . . I could even choose where I wanted to fight! How could I lose? . . . How DID I lose? I've never seen anything like it . . . they came at me in droves, in swirling gases, in forms spinning a deadly gossamer and there were more to come. I know now that one form of Mutant will never escape a well planned pattern of mines. It's just the beginning . . . but I must build the ultimate weapon or I'll NEVER be rid of them all! **"An essential purchase – miss it and you're missing something special" – Zzap**

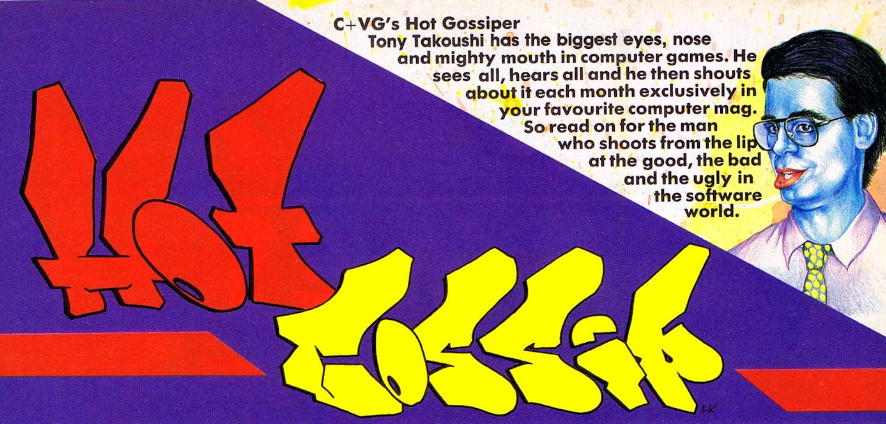


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C+VG's Hot Gossiper
Tony Takoushi has the biggest eyes, nose and mighty mouth in computer games. He sees all, hears all and he then shouts about it each month exclusively in your favourite computer mag. So read on for the man who shoots from the lip at the good, the bad and the ugly in the software world.

Exclusive! Exclusive! Tony Takoushi picks his nose!

Wow what thrills . . .

As you may have gathered from the above, I am really naffed off about the use of the word EXCLUSIVE. I am sick and tired of people making a big deal about having exclusive this and exclusive that.

Before I go on, I have to say I try to get an exclusive every month for C+VG readers in my Hot Gossip page. But, and it is a BIG BUT, the exclusive is to satisfy MY need to give you something hot and new to read about.

The fact that I may have an exclusive on a game speaks for itself, and the reader will see that if he reads C+VG and other mags over a period of time.

I do not plaster the word exclusive across my page even though most of my reviews are way ahead of other mags. Examples of my "exclusives" being *Mercenary / Gunship / Killed Until Dead / Batalyx / numerous ST* games blah, blah, blah.

The whole situation got very petty and unprofessional with the Sinclair User parody by Crash, but this seemed to settle the exclusive review scene for a while.

Magazines are an information service and they try to bring you, the reader, the most interesting info as early as possible. The word exclusive is to my mind most effective when used sparingly.

My criteria in what to bring you in Hot Gossip is that the game is HOT. I will not review a game that I do not like. Thus if I see a game that I like, I will approach the author and promise him space in Hot Gossip if he can give me a scoop.

Alright, I have let off steam, NOW YOU LET OFF STEAM.

Do you give a damn whether the reviews you read are Exclusive or not?

I would really like to know (and most everyone in publishing I would imagine!) so put aside five minutes tonight and write to me a letter telling me what YOU think.

I have got my hands on a hot little shoot-'em-up that is driving me wild!!

It is called **Killer Rings** and comes from Tony Crowther. It runs on the Commodore 64 and is due soon on a budget label from Airolasoft.

Like most good shoot-'em-ups, it is nice and simple, you annihilate everything that moves. The title screen has three options, sound (either spot sound effect or background music), easy or hard levels and the choice to play from keyboard by defining your own keys.

Forget the background effects — just leave the music on!! It is really funky stuff, and rates as one of the best bits of 'thumpy, thumpy take 'em out' tunes I have EVER heard.

On playing the game you are faced with a rotating metallic gyroscope and you can move this around the bottom half of the screen spewing out death lasers up and down the screen. Above you there are fat, squat, hairy looking flies walking across the screen.

The flies peel off from the formation and zoom down on you but they swerve and twirl around you, teasing you to go for them. They also drop lethal bombs on you and contact is fatal — you lose one of your four lives.

Your laser can shoot the flies and the bombs they drop on you. When you shoot either bombs or flies they explode with zillions of colourful bits zipping around the screen.

On level three you get metallic log rolls to shoot and they are protected on their sides by little shields, so accurate shooting is in order.

Levels five and six have you facing the same fat, ugly flies again but they are more colourful and a chain of bouncing balls that loop around the top row of the screen regenerating the flies you kill.

Level seven has you facing that old brute the Mothership and you have to shoot a passageway into its hold to destroy it. As in the *Phoenix* tradition the mothership releases hordes of flies to keep you on the move and away from shooting her.

Lots of colour, blow away action and some really groovy, groovy music to zap along to make this a budget offering you cannot miss . . .

SCORE 0004540 RINGS 3 HI-SCORE 0011310

● Killer Rings


GAME OVER
DINAMIC
© 1987 Game Design Dinamic.
L. ROYO
When you decide to embark on this adventure you will face KAIKAS (mutating kangaroos), ORCOS (fierce monsters of the planet DEDRON), LEISER-FREISERS (autonomous search androids, equipped with telescopic cameras and turbo-laser cannon), GARKLAS CLONICOS (specialists in following trails through the swamp jungle) . . . a world full of dangers.
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AIRWOLF 2
Once again you pilot the ultimate combat helicopter, where no one else dares to go.
"Go for it Stringfellow Hawke."
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3DC
Beware the perils of the Deep! Quick thinking, fast action, and more than a bit of cunning will be needed to rebuild your crippled submarine, your only chance of escape.
CATABALL
Introducing a new concept, delicate control is required to steer all 4 balls successfully through a hostile world and at the same time achieve your goal!
SCORE 007750
Screenshots are taken from various computer formats.